

CALL OF CTHULHU®

23145

CTHULHU

Through the Ages

GUIDELINES FOR PLAYING
CALL OF CTHULHU
IN SEVEN DIFFERENT ERAS





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CTHULHU

Through the Ages

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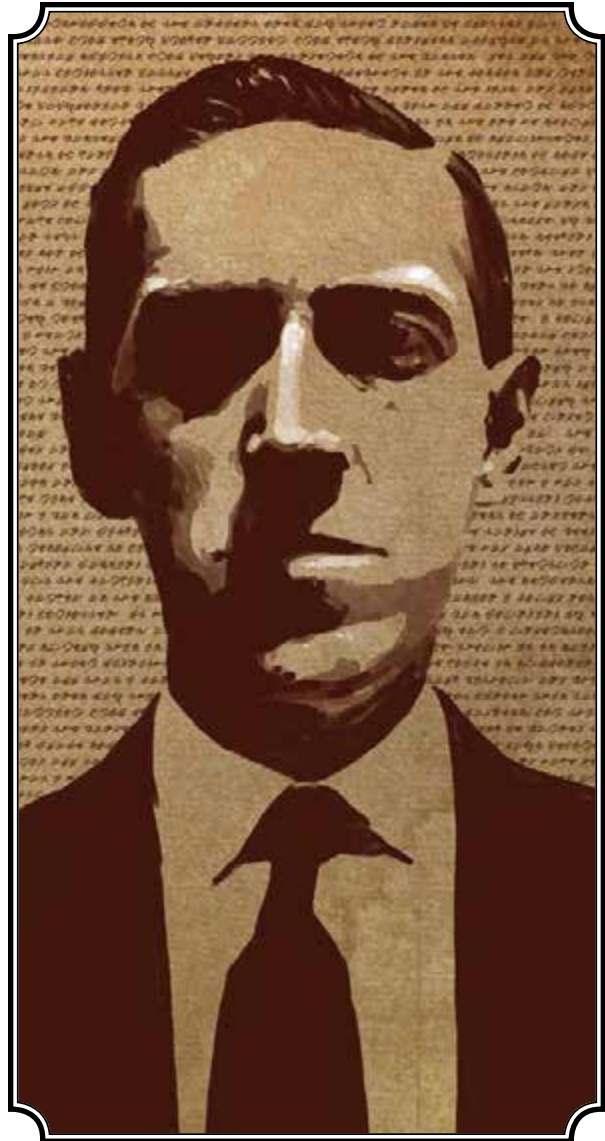
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This supplement is best used with the roleplaying game CALL OF CTHULHU, available separately.

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Howard Phillips Lovecraft

1890 - 1937

Cthulhu Through the Ages

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CALL of CTHULHU

Horror Roleplaying
in the Worlds of H.P. Lovecraft

Sandy Petersen

WITH MIKE MASON, PAUL BRICKER,
WORTHINGTON, AND FRIENDS



Introduction

On release back in 1981, the initial setting of *Call of Cthulhu* focused upon the “classic” nineteen twenties era of the early twentieth century, the time of H. P. Lovecraft. It did not take long for players to realize the potential of the game—that it could adapt easily to other time periods. Subsequently, over the last thirty-plus years players have been confronting the Cthulhu Mythos in all manner of historical settings. Be it the Dark Ages, Imperial Rome, The Dreamlands, Victorian Gaslight, or even the far future, the minions of the Great Old Ones can always be found lurking in the shadows.

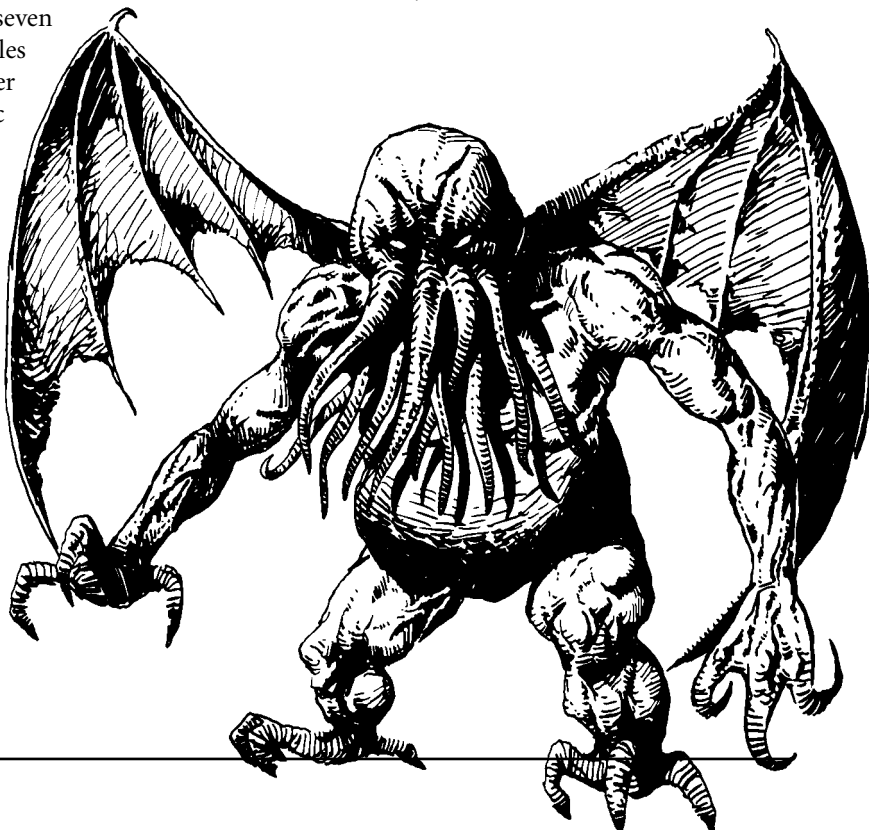
The latest edition of the *Call of Cthulhu Rulebook* includes investigator occupations, equipment, and weapons for both the nineteen twenties and modern-day settings, allowing for games to be set either timeframe. In due course, other published settings will be updated to the latest edition of the rules; however, *Cthulhu Through The Ages* has been created to help players adopt the latest rule set for the wide range of settings published by Chaosium. Here you will find straightforward guidance and era specific rules for investigator creation for seven different settings, along with updated rules for combat, as well as a sprinkling of other topics, like scenario seeds, setting specific monsters, and investigator organizations.

Some settings, like *Cthulhu by Gaslight* and *The Dreamlands*, will be very familiar to many veteran players of the game, yet others, like *Mythic Iceland* and *The Reaping*, will be new. While aiming to serve the players of these different settings, this volume also acts as a primer and taster for those who have not yet set their games outside of either the twenties or modern-day. As ever, players are encouraged to try out the different settings described, as each can provide a unique experience somewhat different to the core time periods.

Some settings, like *Icarus* and *The Reaping*, are brand new and are offered as possible visions of the future. The future is not set in this regard and different versions of such settings remain likely. The material herein is designed to inspire, placing the Keeper in the driving seat to fine-tune the materials in order to construct the setting.

Towards the end of this volume, newly designed investigator sheets are provided for each of the settings detailed. These sheets are also available from the Chaosium website in interactive PDF format (automatically calculating statistics like damage bonus, hit points, half and fifth skill values, and so on). Investigators can be created and saved on your computer and then printed out as needed. Just head to www.chaosium.com

What is certain—in *any era*—is that there will always be a few steadfast investigators ready to confound the plans and machinations of the cults of the Cthulhu Mythos. Whether these brave and foolhardy individuals succeed or fail is down to you and your fellow players. It's time to tell their story...



CTHULHU
INVICTUS

CTHULHU INVICTUS

Everything we hear is an opinion, not a fact. Everything we see is a perspective, not the truth.

—Marcus Aurelius

For the Glory of Rome

Thousands of miles from civilization, on the coast of a freshly invaded island, Roman legionaries huddle around campfires. To keep their spirits up and the cold night away, they entertain themselves with dice games and ghost stories. They trust their fortifications will keep the barbarians at bay. Yet the barbarians are the least of their concerns. Outside the ramparts, small shapes scuttle through the darkness, looking for new hosts.

In the midst of the largest sea the world knows, an Egyptian merchant scans the horizon looking for land and safety. Pirates prowl the sea, avoiding the Roman navy, and preying on vessels. The merchant's men are well-armed, but he won't relax until the coast is in sight. He doesn't notice the forms swirling under the waves, slowly reaching their claws up to pull the boat down. His men are ill-prepared to fight such watery fiends.

Greek scholars in Athens are ecstatic when they uncover scrolls relating to an African god from the deepest interior of that Dark Continent. They're eager to read all they can in the cause of science. Their education has not prepared them for the fact that the god is already in Athens, and they fail to notice that the city has not changed for hundreds of years.

Young women scurry through the streets of Herculaneum to the Temple of Vesta, putting-off the advances of lecherous old men and soldiers who've returned from the front looking to spend their coin. Only these women know that their chastity protects the world from an unspeakable horror. Should they fail in their mission, all of Rome is doomed to fall under a depraved god's whim.

Sweat and grime cover a young Parthian woman as she pulls her sword out of yet another monster that's risen from the sand. As she glances around, several more unbury themselves, and charge toward her. She casts one

last look over her shoulder to make sure the families in her protection have escaped before she raises her sword and charges the monsters. Her battle cry echoes over the dunes.

This is the world of *Cthulhu Invictus*, horror roleplaying in the time of the Roman Empire.

Character Creation

For the most part, character creation is the same in *Cthulhu Invictus* as it is for *Call of Cthulhu 7th Edition*. One noticeable change is the introduction of Birth Portents. The Romans were quite superstitious and events around the time of a birth can, to the Roman mind, impact upon the life of the newborn. Roll 1D10 and consult the table on the following page.

Backstory Suggestions

Use the random tables below to quickly come up with backstory details for your investigator, or as inspiration when deciding the type of character you want to create.

Ideology/Beliefs (patron god)

1. Jupiter, king of the gods
2. Juno, queen of the gods
3. Neptune, god of the sea
4. Mars, god of war
5. Venus, goddess of love
6. Minerva, goddess of wisdom
7. Bacchus, god of wine
8. Saturn, god of time
9. Vesta, goddess of the home
10. Plutus, god of wealth

Significant People

1. Senator
2. Spouse
3. Foster brother/sister
4. Father/Mother
5. Courtesan

Birth Portents

Roll	Life Event (<i>taking place at time of birth</i>)
1	A temple burned: -10 luck
2	A strix cried in the distance: -5 CON
3	Parent had visions of a god embracing the mother: +5 STR
4	The Roman army won a major battle: +10 Tactics, -10 Fast Talk
5	The birth announcement was the third piece of good news heard that day: +10 Luck
6	Lightning struck the ground nearby: +10 Charm, -10 Listen
7	The mother was visited by a serpent while pregnant: +5 INT
8	The entrails of a sacrificed bull were fortuitous: +5 CON
9	The lion walked by the father without attacking: -5 STR
10	A murder of crows were seen above the city: -5 INT

6. Consul
7. Priest
8. Old friend, but now a bitter enemy
9. Child
10. Slave

Meaningful Locations

1. The Pantheon in Rome
2. Circus Maximus
3. The Forum (Senate)
4. Patron deity's temple
5. A hot spring, where people gather to bathe
6. The place of your birth
7. A farm
8. The garrison
9. Aegyptus (Egypt)
10. Your villa

Treasured Possessions

1. Jewelry
2. A religious item
3. A spoil of war
4. A weapon
5. A piece of armor
6. An animal
7. A statuette
8. A musical instrument

9. An item from your home
10. A scroll

Sample Occupations

A society with a mix of urbanization and rural life had a wide variety of occupations. Here's a sample of some of the occupations available to investigators.

Augur

You believe you can foretell the future. Whether you do that by reading the flight patterns of birds, the entrails of sheep, deep meditation, or raw, unadulterated math, people trust in your divination. There are many things out there that even you don't comprehend, though.

Skills: Art and Craft (Potions), Fast Talk, Insight, Library Use, Medicine, Natural World, Occult, Science (Augury). If the player wishes, and the Keeper allows, the Augur can begin play with the spell Augury in place of one of the above skills.

Occupation Skills Points: POW x 2 + INT x 2

Status: 30-60

Spell: Augury

Cost: 4 magic points; 1D2 Sanity points

Casting time: 5 minutes

Casting grants portents of the future if the caster is enlightened enough to understand them. The tools for scrying vary and could be anything from animal entrails, to tea leaves, to the casting of runes.

The chance of understanding an augury is a roll equal to or less than the augur's POW. A portent may be vague, subtle, dreamlike or in a cryptic verse—the future is not a book to be read, but rather a message or impression upon the caster's mind. Successful use of the spell should provide at least one useful piece of information to the investigators.

Alternative names: Scrye, Cast the Runes, The Eye of Destiny.

Courtesan

You provide companionship to others who can afford to meet your price. You might be a temple prostitute, giving your body for your goddess, or you might be an elite, highly educated member of a middle class family who's earned a name as a scintillating conversationalist.

Skills: Art and Craft (Orate), Charm, Empire, Fast Talk, Insight, Listen, Read/Write Language, any one other skill as a personal specialty.

Occupation Skill Points: INT x 2 + APP x 2

Status: 30-50

Farmer

Rome depends on you for survival. You may have a small plot of arable land in Italy, or miles of wheat fields in Egypt. Regardless, Rome depends on everything you can provide and that can make you a very wealthy man.

Skills: Accounting, Art and Craft (Farming), Animal Handling or Drive Horses/Oxen, First Aid, Natural World, Repair/Devise, Ride, Track.

Occupational Skill Points: POW x 2 + CON x 2

Status: 20-40

Finder

Sometimes prefects and senators don't want to get their hands dirty, preferring to learn the secret details of a rival's life through the work of others. That's where you come in. Part spy, part private investigator, and part thug, you make it your business to know other people's business without them catching on.

Skills: Charm, Empire, Fast Talk, Insight, Library Use, Listen, Persuade, Spot Hidden.

Occupation Skill Points: POW x 2 + APP x 2

Status: 0-50

Gladiator

You may be a slave, fighting for your freedom or a citizen trying to earn a living. Either way, fighting is secondary to the job of entertaining the masses. Each fight may be your last, but at least you will be going out with honor in a blaze of glory.

If you began life as a slave or prisoner of war, you spent two years training for the arena in the gladiator academy. If you were a free man who elected to become a gladiator, you were tossed into the amphitheater with no special training.

Skills: Climb, First Aid, Fighting (Brawl), Insight, Stealth, Throw, any two other Fighting specializations.

Occupation Skill Points: INT x 2 + (STR x 2 or DEX x 2)

Status: 40-60

Legionary

You are the backbone of the Legion. Without your strong sword arm and powerful shield wall, the Empire will fall. You are better trained and more skilled than any enemy you will ever face (or at least that's what your commander keeps telling you). You may be a raw recruit or a seasoned soldier.

Skills: Climb, Empire, Fighting (Pilum), Fighting (Shield), Fighting (Sword), Jump, First Aid or Repair/Devise, Spot Hidden.

Occupation Skill Points: STR x 2 + CON x 2

Status: 30-50

Merchant

In an Empire this large there's a market for anything and everything, and you plan on filling every need that you can. You might ship pottery from Britain to Egypt and grain from Egypt to Gaul. You may be a small time merchant with a tiny trade route, or you may be a shipping magnate with fleets that sail on your orders.

Skills: Accounting, Appraise, Charm or Persuade, Empire, Fast Talk, Other Kingdoms, Other Languages, Read/Write Language.

Occupation Skill Points: INT x 4

Status: 20-40

Peltast

Expert with ranged weapons, you trace your heritage to the Iberian-born slingers who have served for hundreds of years in Rome's armies, and those of its enemies. You might not engage foes in hand-to-hand combat, but your role is no less vital. You carry three slings, for three different ranges, and an assortment of sling bullets for different foes. You are sharp eyed, quick and nimble.

Skills: Climb, Art/Craft (Leatherworking), Dodge, Fighting (Brawl), Ranged Weapon (Sling), Repair/Devise, Stealth, Throw.

Occupation Skill Points: INT x 2 + DEX x 2

Status: 30-50

Speculatore

You serve the Legion as a scout, ranger, and sometimes negotiator. You search for the best camping grounds, the most defensible land, and for enemy weaknesses. Along the way you negotiate with locals for supplies, safe passage, as well as the terms of their surrender. You can go months without seeing a friendly Roman face.

Skills: Climb, Fighting (Sword), Listen, Natural World, Other Language, Read/Write Language, Spot Hidden, Stealth.

Occupation Skill Points: CON x 2 + INT x 2

Status: 20-40

Surgeon

While many who profess to be surgeons are truly butchers (at best) or executioners (at worst), you try to ensure that everyone who comes to you is treated to the best of your ability. Most people deride your skills, preferring to seek solace in herbs and the mutterings of wise women. However, when they have an arrow sticking out of their backsides, they don't hesitate to knock at your door. There may have been times when shadowy men have approached you asking if you can make up a tonic brewed from cobra venom or some such ingredient—their price was too good to refuse.

Skills: Accounting, Art/Craft (Potions), First Aid, Insight, Library Use, Medicine, Read/Write Language, Spot Hidden.

Occupational Skill Points: INT x 2 + POW x 2

Status: 0-20

Skills

See the accompanying Invictus investigator sheet for a full list of the skills available for this setting. Where certain skills differ from standard *Call of Cthulhu*, and for new skills, details follow.

Art and Craft (Potions) (05%)

With this skill, the investigator can recognize, compound, and dispense infusions, poisons, antidotes, and hallucinogens.

Opposing skill/Difficulty level:

- **Regular difficulty:** gather the correct ingredients and brew a potion that could be sold commercially.
- **Hard difficulty:** create a particularly effective or expensive potion, identify uncommon or foreign ingredients.

Pushing examples: substituting ingredients; brewing the potion for twice as long; focusing so intently you ignore the need for food or water, necessitating a CON roll to prevent passing out.

Sample Consequences of failing a Pushed roll: an explosion that causes 1D6 damage to everybody in the vicinity; the potion has the opposite effect of what was intended; the potion releases an odorless, colorless gas that deals 1D6 hit points damage, or is hallucinogenic.

Civics (10%)

This skill encompasses a character's understanding and knowledge of Roman law and government. It can be used to navigate the Byzantine system of Roman politics, including how to offer a bribe to a person of high rank and standing without causing offense. Use of Civics also helps to identify who works for who, and who owes who, within the political system.

Opposing skill/Difficulty level:

- **Regular difficulty:** identify whose palm needs to be greased; understanding legal procedure.
- **Hard difficulty:** who controls the port in a place where you are newly arrived; attempting a bribe when caught red-handed.

Pushing examples: carousing and obtaining the latest gossip; spying; conducting research.

Sample Consequences of failing a Pushed roll: the person you bribed is now blackmailing you; the cultist overheard your political maneuvering and is on to you; whatever you did has become public knowledge and you are being ridiculed (lose 1D10 Status).

Drive Horses/Oxen (20%)

The user is able to drive a one- or two-animal drawn cart or wagon, harness a horse or ox, as well as provide care for the animal. Unless the character is a free trader, the animals are most probably owned by someone else.

Opposing skill/Difficulty level:

- **Regular difficulty:** drive a wagon in poor conditions without causing injury to the animals.
- **Hard difficulty:** drive a wagon with injured or ill animals, or in exceedingly poor conditions.

Pushing examples: slowing down the pace of the animals and taking longer to reach the destination; jury rigging the wheels of the cart or wagon; leading the animals on foot.

Sample Consequences of failing a Pushed roll: cart or wagon is damaged (e.g. wheel comes loose); animal is injured; passengers are thrown and possibly injured.

Empire (25%)

This skill represents the character's knowledge of the Roman Empire, including its history, social mores, and mythology. It can be used for recalling or determining what religions are popular this year, who won last year's gladiator games, or whether it was Romulus or Remus who founded Rome. As Rome is all pervasive, even first-century investigators who aren't native to the Empire have this skill—in areas like Kush that haven't been conquered, people still know about Rome.

Opposing skill/Difficulty level:

- **Regular difficulty:** know popular facts about the Empire; know what to sacrifice to which gods; recall current news from across the Empire.
- **Hard difficulty:** recall the names of minor political and military personnel; name all the gods of the locality.

Pushing examples: asking questions; conducting further research; touching things that are not meant to be touched.

Sample Consequences of failing a Pushed roll: you make a blunder and lose 1D10 Status; you present the wrong sacrifice and anger the priests; you embarrass yourself and offend your host when you forget to honor his family's role in the conquest of Gaul.

Fighting (Shield) (15%)

The ability to use a shield as an attack weapon. Using an improvised shield requires a Hard skill check. The user may use this skill instead of Dodge when in combat.

Insight (05%)

Use this skill to watch another person, observe their behavior, and deduce the person's motives.

Opposing skill/Difficulty level:

- **Insight can be used to oppose all forms of social interaction rolls:** Intimidate, Fast Talk, Persuade, and Charm. It can also be used to see through someone's disguise (such as when using the Art/Craft (Acting) skill).
- **Regular difficulty:** read someone's intent or determine if the person is lying if their relevant skill (Intimidate, Fast Talk, Persuade, and Charm) is below 50%.
- **Hard difficulty:** read someone's intent or determine if the person is lying if their relevant skill (Intimidate, Fast Talk, Persuade, and Charm) is between 50% and 89%.

Pushing examples: being very unsubtle and asking highly personal, intimate, or downright direct questions of the target; immersing yourself in the life of a specific person in order to think like them and understand their motivations.

Sample Consequences of failing a Pushed roll: you reveal your own motivations to the target; the target is offended by your prying questions and refuses to speak with you further, or takes action against you; unknown to you, the target is connected with your adversaries, and you unwittingly reveal your own agenda to them.

Other Kingdoms (20%) [Specializations]

This skill represents what the investigator knows about the peoples, places, and legends of other kingdoms beyond the Empire, or of the far away corners of the Empire. Such information usually comes from gossip, but may also come from books and other learned sources. Points are spent to purchase specialization of a particular kingdom or place. The generic "Other Kingdoms" skill is not purchased.

Opposing skill/Difficulty level:

- **Regular difficulty:** recall geographical information; understand local customs; know of local superstitions and folklore.
- **Hard difficulty:** recall a person's title or position; recognize simple/common words; remembering an obscure fact or piece of lore.

Pushing examples: spending further time conducting research; asking questions; keeping going ahead hoping you remember the route.

Sample Consequences of failing a Pushed roll: information is misremembered; offense is caused; you get lost or get into trouble.

Ranged Weapons (varies%) [Specializations]

This skill represents a character's ability with ranged weapons such as bows, crossbows, and slings. Points are spent to purchase specializations. The generic "Ranged Weapons" skill is not purchased.

Bow (10%): This could be a composite or wooden short bow.

Crossbow (20%): A Roman crossbow, a somewhat cruder version of the later (and better-known) medieval crossbow.

Sling (15%): Usually a leather strap either held in the hand or attached to a staff used to fling rocks and other small projectiles.

Repair/Devise (20%)

Every investigator can fix or devise simple equipment, boats, roofs, and so forth. This is not a replacement for a dedicated Art and Craft skill; for example, a skilled woodworker can easily make items that will be much better than anything made with the Repair/Devise skill (i.e. longer lasting, better built, durable, and saleable).

The skill allows for simple repairs, although it cannot be used to repair shields or weapons. With this skill, an

investigator can create pitfalls, snares, and other clever traps to catch animals or humans. Tools and special materials may be needed.

Opposing skill/Difficulty level:

- **Regular difficulty:** repair simple items; create simple traps.
- **Hard difficulty:** use foreign materials (i.e. unusual or lesser quality) to make repairs; devise complex traps.

Pushing examples: using items not intended for the task; spending more time to work on the task.

Sample Consequences of failing a Pushed roll: the item breaks, ruining all of the supplies; the item looks functional, but breaks at the worst possible moment; the trap backfires on you or someone you know.

Status

Status is the *Cthulhu Invictus* equivalent of Credit Rating. Each occupation has a listed range for starting Status that players can assign Occupation points to during character creation.

An investigator is only as good as their reputation. Without that, they are nobody; probably considered an outlaw by the rest of society, or possibly a low caste slave. Status tracks an investigator's ability to move through society.

Status is an index of personal reputation and rank. It's also indicative of bartering power, but the important matter is that the investigator has personal connections that give him or her access to important people.

Status is not so much a skill as a gauge of bartering power, and should not be ticked as other skills are. A high Status can be a useful resource in play and so should be paid for with skill points when creating an investigator. Each occupation has a starting range for Status, and skill points should be spent to achieve a rating therein.

An investigator's Status can change over time. Investigators of the Cthulhu Mythos are prone to insanity, and this may lead to odd behavior at inappropriate times and thus a lowering of the investigator's Status.

Equipment

Sample weapons and armor can be found in **Chapter 4**.

Investigator Organizations

Private organizations or associations were common in ancient Rome and across the Empire. Notably trade guilds were common (weavers, doctors, teachers, artisans, and so on), where they existed to protect their membership and promote the interests of the given trade. Usually such organizations were focused upon their own locality, with little regard for events and matters in other cities. Some would take a more active interest in the outside world, especially where their trade involved importing or exporting wares.

Religious associations were also common, usually called "collegiums," where their role was to maintain the cult by ensuring its operations and promoting its teachings to the wider public. Fear of radical politics and dangerous religious teachings led to the requirement that all such associations became licensed by the state. As well as these larger associations were smaller, private religious gatherings where members of multiple households would meet in order to honor a particular god. Sacrifices were offered and a meal would be shared. It was common for the members of such organizations to look after one another's interests and provide support in times of difficulty.

Investigators might easily be members of a trade or religious organization; however, the smaller household associations might provide Keepers with more fertile ground in developing plots and intrigues for the setting.

The Mythos in the Ancient World

How can the Mythos bring horror in a superstitious world? After all, if rumors of monstrous creatures in far off lands are believed by the average Roman, how can encountering a deep one shatter a person's mind? There's a big difference between hearing, and even believing stories, of the supernatural and having those fears confirmed with first-hand experience.

To compound matters, the Romans believed in an orderly world. If the right prayers and sacrifices are performed and the natural order of society is maintained, life should go fairly well. However, the Mythos proves that things rot and decay from within. The Mythos is alien and stands apart from the folklore, superstitions, and beliefs of everyday citizens. Where people favor order and health, the Mythos presents chaos and corruption.

One aspect of the ordered society is the worship of the Imperial Cult and other Roman gods. To worship

another deity is illegal and the person who does is worthy of scorn at best and death at worst. To worship a Mythos deity is to choose to step outside the allowed roles of society and become a menace, an enemy of all that's right with the world. The Mythos proves that the fear of the outsider is justified. Think of the barbarians and their dark cults bringing doom to the Empire.

Romans hold that their gods are part of their world, able to cast favor or misfortune upon the worthy and unworthy alike. The gods are real beings. Faced with the terrible truth that their gods are nothing more than myth, make believe, or (worse) facades that hide the foul faces of Mythos beings too inhuman to comprehend, the average Roman's world view is likely to crumble and, from there, it is a short path to insanity.

latest shipment from Aegyptus hasn't yet made port in Ostia. He needs the investigators to find out what has happened to his ship and his grain.

In Ostia, the investigators learn the ship never made it to port. Traveling to the dusty sands of Aegyptus, they finally find the ship in port. It's crew still waiting-on their absent captain, and a cargo hold unfilled.

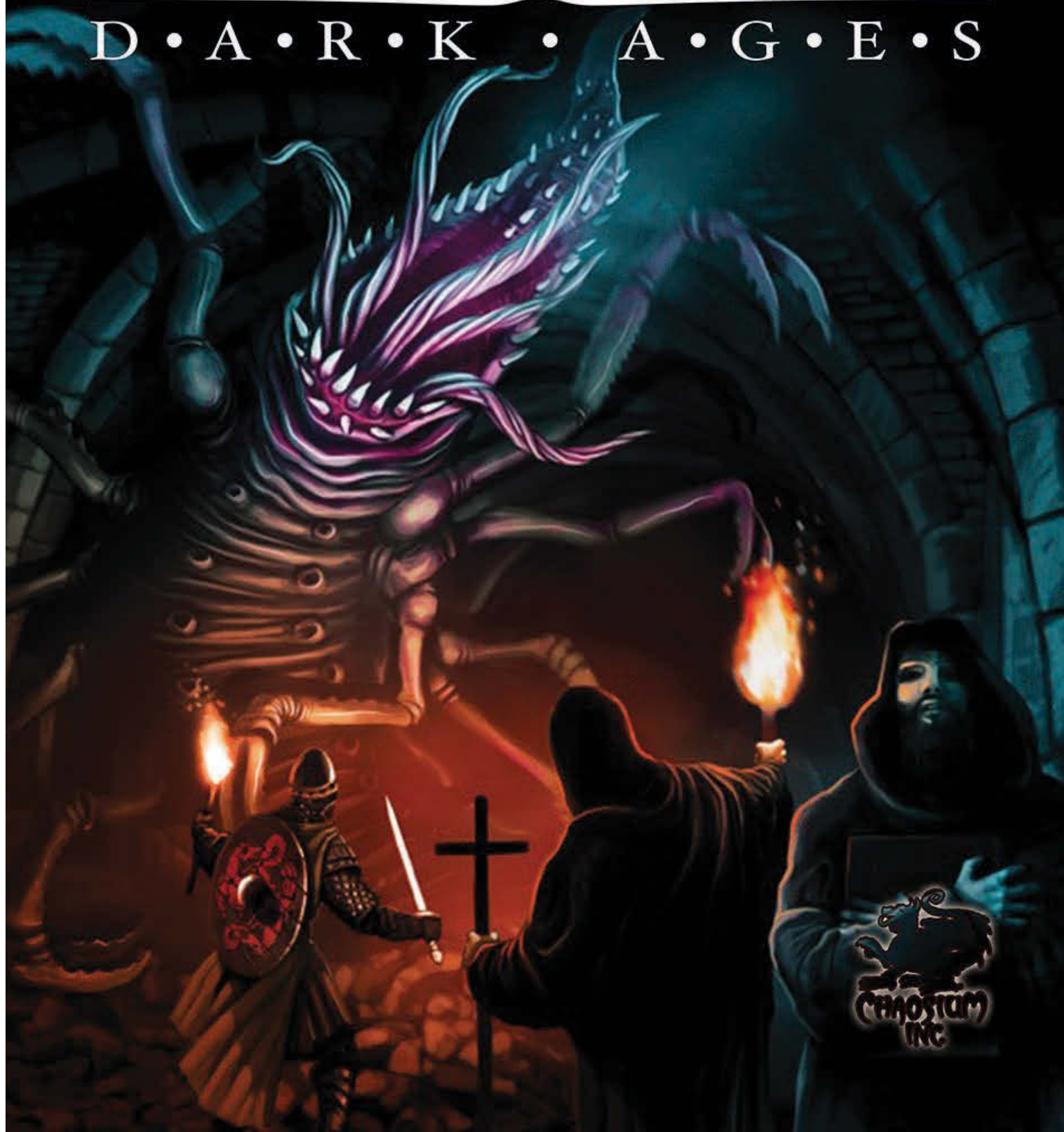
Did the captain willfully abandon his ship to hide away from those he had scorned? Was he abducted by a strange, dark cult recently arrived in port? What happened to the grain? Was it stolen by thieves or perhaps the captain found out what was hidden amongst the grain and arranged for it to be destroyed? What role do the dark worshippers of the Black Pharaoh play in all this as they skulk in the shadows, asking questions about the missing grain?

Plot Seed

The investigators' patron summons them to his villa in the Latin countryside. A wealthy grain merchant, his

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CHAOSTUM
INC

The Dark Ages

My fate is to live among varied and confusing storms. But for you perhaps, if as I hope and wish you will live long after me, there will follow a better age. When the darkness has been dispersed, our descendants can come again in the former pure radiance.

—Petrarch

A World Lit Only By Fire...

The ancient empires collapsed centuries ago, taking their culture and learning with them. Warlords and a universal church quarrel among themselves for the right to claim a new empire, while culture and learning are fostered in distant lands and secluded monasteries. Sea wolves, horse lords, and the last vestiges of Paganism test the boundaries of the nascent kingdoms: burning, pillaging, and assimilating as they spread. It's dark outside and people are justly afraid of the dark. Within the darkness, the Devil taunts and cajoles. Men wander into the woods never to return, wives disappear on the way to market, and children succumb to foul illnesses. The safest place is within your community, away from the outlaws, and the monsters.

The changing world is frightening, but it's not what truly drives men and women to the safety of their hovels as the sun diminishes into darkness. The unquiet dead, elves, faeries, and other malevolent beings stalk the countryside. Some are driven into conflict with humanity by man's expansion, while others have always been here, long before man, and have no plans to leave any time soon. Many are brought into contention with humankind; by the men and women who still practice the old ways, fighting the encroaching tendrils of the church.

The creatures that stalk the shadows and the people who commune with them are not the most frightening things in the world. Hidden in the recesses of time and

the angles of space—concepts the average person can't even grasp—are entities that are beyond good and evil. A few brave souls learn of these entities and try their best (using every ineffective tool at their disposal) to push them back from whence they came. At the same time, a vicious warlord in his fortified keep, or a power-hungry cleric in his abbey, discovers the promises such entities whisper in their ear. Promises of power and wealth; all shall be given if they agree to serve the ancient dark gods.

Cthulhu Dark Ages sets the horror of the Cthulhu Mythos against the backdrop of tenth and eleventh century Europe. This guide provides a sample of some of the setting specific rules and options available to Keepers and players within Dark Age games.

For more information, rules, scenarios and setting advice, look out for the forthcoming *Cthulhu Dark Ages 2nd Edition*.

Character Creation

For the most part, character creation is the same as for *Call of Cthulhu 7th Edition*. One noticeable change is the introduction of Life Events. Life Events provide another way to help differentiate between one investigator and the next, and adds color to the character's background. Roll 1D10 and consult the **Life Events Table** (see following page).

Backstory Suggestions

Use the random tables below to quickly come up with backstory details for your investigator, or as inspiration when deciding the type of character you want to create.

Ideology/Beliefs

1. There is one True God.
2. Superstitious.
3. Loyal to my lord on Earth.
4. The local priests are fools.
5. Hard work conquers all.
6. There is evil in society that should be rooted out.

Life Events Table

Roll	Life Event
1	Born with a caul: +10 Luck
2	Had the pox: -5 CON
3	Sold into slavery as a child: +5 STR
4	Imbalance of the humors, character is phlegmatic: +10 Insight, -10 Persuade
5	Imbalance of the humors, character is sanguine: +10 Fast Talk, -10 Insight
6	Imbalance of the humors, character is choleric: +10 Persuade, -10 Listen
7	Imbalance of the humors, character is melancholic: +10 Art/Craft, -10 Fast Talk
8	Mauled by a bear or dog: -5 APP
9	Lost among the elf hills as a child: +5 POW
10	Injured by "elf-shot": -5 SIZ

7. A believer in the old ways.
8. My community is everything.
9. Money is power, and I'm going to get all I can.
10. Outsiders can't be trusted.

Meaningful Locations

1. Your seat of learning (e.g. the field behind your hovel, lord's court, apprenticeship).
2. Your hometown (e.g. rural village, market town, busy city).
3. The place you met your first love (e.g. farm, church, by the lake).
4. A place for quiet contemplation (e.g. a grove in the forest, the ramparts, the roof of the church).
5. A place for socializing (e.g. the lord's hall, tavern, father's house).
6. A place connected with your ideology/belief (e.g. parish church, Rome, Stonehenge).
7. The grave of a significant person.
8. Your family home (e.g. a farm, the monastery where you were raised, the lord's hall).
9. The place you were happiest in your life (e.g. the river, your church, training grounds).
10. Your workplace (e.g. shop, monastery, wheat field).

Treasured Possessions

1. An item connected with your highest skill.
2. An essential item for your occupation.
3. A memento from your childhood (e.g. lucky throwing stone, practice sword, spoon).
4. A memento of a departed person (e.g. jewelry,

a favor, a dried flower).

5. Something given to you by your Significant Person.
6. A Holy relic.
7. Something you found but you don't know what it is—you seek answers (e.g. a strange hide that doesn't match any animal you know).
8. Something from darker days (e.g. a Pict's cursed spear-tip).
9. A weapon.
10. A trusted animal.

Sample Occupations

The world was a different place back then, but the roles people filled in society aren't that different from today. Here's a sampling of some of the occupations available in *Cthulhu Dark Ages*.

Beggar

As a beggar, you devote your life to pleading for food and salable items from passersby.

Skills: Art and Craft (Acting), Conceal, Insight, Listen or Spot Hidden, two interpersonal skills (Charm, Fast Talk, Intimidate, or Persuade), any two other skills as personal specialties.

Occupation Skill Points: POW x 2 + APP x 2

Status: 0-10

Cleric

You are the child of a rich man, or a brilliant peasant boy who caught the notice of a man of the Church. You received a formal religious education in a bishopric or a monastery. Now you are a secretary, an administrator, a jurist, or an architect at the service of a count or a bishop.

Skills: Charm, Library Use, Persuade, Other Language (Latin), Own Kingdom, Religion, Read and Write (Latin or the local chancery language), any one other skill as a personal specialty.

Occupation Skill Points: EDU x 2 + (POW x 2 or APP x 2)

Status: 9-99

Guard

You work in a cathedral city for the burgrave (nobleman) or the bishop. In times of peace, you have little to do but practice with your weapons and keep in shape.

Skills: Fighting (Brawl), Fighting (Spear), Listen, Own

Kingdom, Ride, Spot Hidden, Throw, any one other skill as a personal specialty.

Occupation Skill Points: STR x 2 + DEX x 2

Status: 9-30

Healer

To foreigners, you look like a villager. But villagers know better: your mentor granted you powers of the invisible world. Now villagers come to your hut for a cure or a potion, or for advice about love or birthing a child, the promise of rain, and the evil eye. Be wary of the ever-suspicious village priest!

Skills: Art and Craft (Potions), First Aid, Insight, Listen or Spot Hidden, Natural World, Occult, any two other skills as personal specialties.

Occupation Skill Points: EDU x 4 or POW x 4

Status: 9-45

Hermit / Heretic

You are an outcast, a drifter, a person plagued by dreams and visions. You grasp at strange clues and bewildering notions. You either hide in the woods or mountains, or live in a secret community.

Skills: Insight, Listen or Spot Hidden, Natural World, Occult, Persuade, Religion, Stealth, any one other skill as a personal specialty.

Occupation Skill Points: POW x 4

Status: 0-30

Merchant

You live in a city or on the outskirts of a cathedral city. You make a living from accounts and agents. You import wine, exotic spices, and silks from heathen countries and sell them to arrogant nobles. If you're not a Christian, you're allowed to be a moneychanger and a moneylender.

Skills: Accounting, Charm, Fast Talk, Other Kingdoms, Other Language, Read and Write Language, any two other skills as personal specialties.

Occupation Skill Points: EDU x 4

Status: 9-65

Monk / Nun

You live in a monastery, in silence and prayer, leading a simple life. When you don't pray or sing, you perform domestic tasks, or copy arcane manuscripts from the monastery's library. As a member of your order, you are not allowed to own private property but if you leave the

monastery with special permission, you can always count on the hospitality and charity of other monasteries.

Skills: Art and Craft or Science (choose one), Library Use, Listen, Other Language (Latin), Religion, Sign Language, Read and Write (Latin), any one other skill as a personal specialty.

Occupation Skill Points: EDU x 4

Status: 9-45

Scholar

You belong to a monastic or cathedral school. You are the recipient and the dispenser of godly knowledge. You spend your time reading classical authors, writing manuals, and teaching. When you don't teach, you may be involved in political intrigues for some good cause.

Skills: Library Use, Occult, Other Language (Latin), Own Kingdom, Persuade, Science (choose one), Read and Write (Latin), any one other skill as a personal specialty.

Occupation Skill Points: EDU x 4

Status: 9-45

(Free) Warrior

You are a professional warrior, a bold "freelancing" adventurer or hired by a warlord. Your proudest possessions are a horse, your weapon, and your chain mail armor.

Skills: Fighting (Brawl), Natural World, Own Kingdom, Ride, Track, and any two other Fighting specializations, any one other skill as a personal specialty.

Occupation Skill Points: EDU x 2 + STR x 2

Status: 9-65

Woodsman / Fisherman

As a woodsman you exploit the forest: you might be a hunter, a honey gatherer, or a woodcutter who produces charcoal. If a fisherman, you live in a fishing community by a lake or by the sea.

Skills: Art and Craft (choose one), Listen or Spot Hidden, Natural World, Navigate, Pilot Boat or Track, Swim or Stealth, Throw, any one other skill as a personal specialty.

Occupation Skill Points: EDU x 2 + INT x 2

Status: 0-25

Skills

The Dark Ages were a time when people relied on their wits just to survive. See the accompanying investigator sheet for Dark Ages for a full list of the skills available for this setting. Where certain skills differ from standard *Call of Cthulhu*, and for new skills, details follow.

Art and Craft (Potions) (05%)

With this skill, the investigator can recognize, compound, and dispense the infusions, poisons, antidotes, and hallucinogens of the Dark Ages.

Opposing skill/Difficulty level:

- **Regular difficulty:** gather the correct ingredients and brew a salable potion.
- **Hard difficulty:** create a particularly effective or expensive potion, identify uncommon or foreign ingredients.

Pushing examples: substituting ingredients; brewing the potion for twice as long; focusing so intently you ignore the need for food or water, necessitating a CON roll to prevent passing out.

Sample Consequences of failing a Pushed roll: an explosion that causes 1D6 damage to everybody in the vicinity; the potion has the opposite effect of what was intended; the potion releases an odorless, colorless gas that deals 1D6 hit points damage, or is hallucinogenic.

Drive Horses or Oxen (20%)

The user is able to drive an animal drawn cart or wagon, harness a horse or ox, as well as provide care for the animal. Unless the character is a free trader, the animals are most probably owned by someone else.

Opposing skill/Difficulty level:

- **Regular difficulty:** drive a wagon in poor conditions without causing injury to the animals.
- **Hard difficulty:** drive a wagon with injured or ill animals, or in exceedingly poor conditions.

Pushing examples: slowing down the pace of the animals and taking longer to reach the destination; jury rigging the wheels of the cart or wagon; leading the animals on foot.

Sample Consequences of failing a Pushed roll: cart or wagon is damaged (e.g. wheel comes loose); animal is injured; passengers are thrown and possibly injured.

Fighting (Shield) (15%)

The ability to use a shield as an attack weapon. Using an improvised shield requires a Hard skill check. The user may use this skill instead of Dodge when in combat.

Insight (05%)

Use this skill to watch another person, observe their behavior and deduce the person's motives.

Opposing skill/Difficulty level:

- Insight can be used to oppose all forms of social interaction rolls: Intimidate, Fast Talk, Persuade, and Charm. It can also be used to see through someone's disguise (such as when using the Art/Craft (Acting) skill).
- **Regular difficulty:** read someone's intent or determine if the person is lying if their relevant skill (Intimidate, Fast Talk, Persuade, and Charm) is below 50%.
- **Hard difficulty:** read someone's intent or determine if the person is lying if their relevant skill (Intimidate, Fast Talk, Persuade, and Charm) is between 50% and 89%.

Pushing examples: being very unsubtle and asking highly personal, intimate or downright direct questions of the target; immersing yourself in the life of a specific person in order to think like them and understand their motivations.

Sample Consequences of failing a Pushed roll: you reveal your own motivations to the target; the target is offended by your prying questions and refuses to speak with you further, or takes action against you; unknown to you, the target is connected with your adversaries, and you unwittingly reveal your own agenda to them.

Other Kingdoms (20%) [Specializations]

This skill represents what the investigator knows about the peoples, places, and legends of other kingdoms beyond their own. Such information usually comes from gossip, but may also come from books and other learned sources. Points are spent to purchase specialization of a particular kingdom. The generic "Other Kingdoms" skill is not purchased.

Opposing skill/Difficulty level:

- **Regular difficulty:** recall geographical information; understand local customs; know local news of import.
- **Hard difficulty:** recall a title or position; recognize simple/common words; remembering an obscure fact or piece of lore.

Pushing examples: spending further time conducting research; asking questions; keeping going ahead hoping you remember the route.

Sample Consequences of failing a Pushed roll: information is misremembered; offense is caused; you get lost or get into trouble.

Own Kingdom (20%)

This skill represents what the investigator knows about the peoples, lands, and legends of their native kingdom. This information usually comes from gossip and tradition. This skill is particularly useful for knowing the folklore and superstitions of one's own people. Use this skill to identify the place and significance of a dialect, which lord governs the land, and local superstitions.

Opposing skill/Difficulty level:

- **Regular difficulty:** recall information about local folklore; understand local customs.
- **Hard difficulty:** identify a foreign lord's heraldry; remembering a very obscure fact or piece of lore.

Pushing examples: spending much longer (forgetful of the time) listening or observing; talking further with the locals in the village.

Sample Consequences of failing a Pushed roll: information is misremembered; offense is caused; you get lost or get into trouble.

Ranged Weapons (varies%) [Specializations]

This skill represents a character's ability with ranged weapons such as bows, crossbows, and slings. Points are spent to purchase specializations. The generic "Ranged Weapons" skill is not purchased.

Bow (10%): This could be a Welsh longbow or a shortbow.

Crossbow (20%): Crossbows are essentially bows mounted to stocks that have a torsion engine for engaging the bow.

Sling (15%): Usually a leather strap either held in the hand or attached to a staff used to fling rocks and other small projectiles.

Repair/Devise (20%)

Every investigator can fix or devise simple equipment, boats, roofs, and so forth. This is not a replacement for a dedicated Art and Craft skill; for example, a skilled woodworker can easily make items that will be much better than anything made with the Repair/Devise skill (i.e. longer lasting, better built, durable, and saleable).

The skill allows for simple repairs, although it cannot be used to repair shields or weapons. With this skill, an investigator can create pitfalls, snares and other clever traps to catch animals or humans. Tools and special materials may be needed.

Opposing skill/Difficulty level:

- **Regular difficulty:** repair simple items; create simple traps.
- **Hard difficulty:** use foreign materials (i.e. unusual or lesser quality) to make repairs; devise complex traps.

Pushing examples: using items not intended for the task; spending more time to work on the task.

Sample Consequences of failing a Pushed roll: the item breaks, ruining all of the supplies; the item looks functional, but breaks at the worst possible moment; the trap backfires on you or someone you know.

Religion (20%)

Religion represents what an investigator knows about his or her own religion, as well as other religions. The skill may be used to ascertain the proper feast days, recite the saints, and know proper behavior when in a church. Likewise, the user may identify Pagan charms, ceremonial sites, local gods, and spirits.

Opposing skill/Difficulty level:

- **Regular difficulty:** know the proper actions during a rarely held feast; name uncommon saints.
- **Hard difficulty:** know the proper actions during a feast you've never attended; name all the saints – even the lesser known ones from Mercia.

Pushing examples: asking questions; obviously observing others; touching items that were not meant to be touched.

Sample Consequences of failing a Pushed roll: you make a blunder and lose 1D10 Status; you spout off the wrong information and anger the bishop; somebody you're copying deliberately makes a mistake to embarrass you.

Status

Status is the *Cthulhu Dark Ages* equivalent of Credit Rating. Each occupation has a listed range for starting Status that players can assign Occupation points to during character creation.

An investigator in the Dark Ages is only as good as their reputation. Without that, they are no one; probably considered an outlaw by the rest of society. Status tracks an investigator's ability to move through society.

Within the insular communities of the Dark Ages, Status is an index of personal reputation and rank. It's also indicative of bartering power, but the important matter is that the investigator has personal connections that give them access to important people.

Status is not so much a skill as a gauge of bartering power, and should not be ticked as other skills are. A high Status can be a useful resource in play and so should be paid for with skill points when creating an investigator.

Andreas, the bastard son of Frederik V, has little money and indifferent looks; however, he cuts a mighty swathe through society because he knows many influential people. This skill can represent the chance to get a loan from a moneylender or to bluff past the Count's guards for a private audience. His status may ebb and flow as well because of scandal or heroic action. In special situations, the Keeper might call for a Status roll instead of Charm, Fast Talk, Intimidate, or Persuade.

Each occupation has a starting range for Status, and skill points should be spent to achieve a rating therein.

The Dark Ages are a time where hard currency isn't used in most transactions, barter is; however, it is useful to know the bounds of an investigator's financial reach. *For example, can the investigator afford to hire a group of guards to protect him on his pilgrimage to Exham Priory?*

An investigator's Status can change over time. Investigators of the Cthulhu Mythos are prone to insanity, and this may lead to odd behavior at inappropriate times and thus a lowering of the investigator's Status.

Optional Rule: Multiple Statuses

Depending on how gritty the Keeper wants his or her game to become, an investigator could have a single Status skill for all encounters, or the investigator can have and track separate statuses for different groups, organizations, and communities. Naturally this requires a lot more bookkeeping so it is only recommended for longer campaign play where multiple groups and organizations are key to the story.

Equipment

Sample weapons and armor can be found in **Chapter 4**.

Investigator Organizations

The concept of community, both family units and extended societies, such as entire villages or a Lord's castle, are very important in the Dark Ages. Without community, resources are limited. A person can't be truly self-sufficient in the Dark Ages, so the community works together to ensure that as many people as possible are helped. This isn't meant to imply a utopia where everyone's needs are met. Fighting, arguing,

and backstabbing still occur! Instead, there are communal groups that help "their own." If someone's not a member of the defined community, there is no obligation to help them. A small village can have several communities, sometimes at odds with each other and sometimes assisting each other.

Communities provide an economic and emotional support structure. When a man is ill, others in his community will help his family, providing food or even labor. If a horse falls lame and can't till the fields, another farmer might lend his support by loaning his horse for a few hours to the unlucky farmer.

An outgrowth of community is the concept of a feud. In a feud, social groups such as families, clans, or even communities have the right to seek vengeance when one of their own is injured or killed. The injury need not be physical. Insults and theft are suitable ground for starting a feud. Although designed to end violence by putting a limit on how vengeance can sought, it's not uncommon for feuds to tear a community apart when neither side adheres to the limits so that the bloodshed continues for generations.

The Mythos in the Dark Ages

People aware of the Mythos in the modern day come to understand that its tendrils span beyond space and time. It invalidates what modern man accepts for truth in science and history, and shatters the bedrock of many religions. This can make it easy for Keepers to present the non-Euclidean horrors of the Mythos. Most people in the modern day, or even the 1920s and the Victorian era, possess a scientific enough worldview that when something shreds that worldview, insanity ensues. Portraying a person before that scientific worldview came into existence can be more difficult for players.

During the Dark Ages, the supposedly immutable laws of science aren't solidified, and religion is the guideline by which a worldview is structured. This isn't to say that people in the Dark Ages are stupid. They have a thorough understanding of their world, gained through experience, discussion, and learning. However, the Mythos doesn't fit into that world in the same way. Instead of chipping away at reason, the Mythos digs and claws at a man's faith until it crumbles into doubt and disbelief. Given the religious outlook of the Dark Ages, people seeing a Mythos entity are most likely to call it a devil, demon, angel, or spirit; defining the entity within their world view rather quantifying it as alien or extraterrestrial.

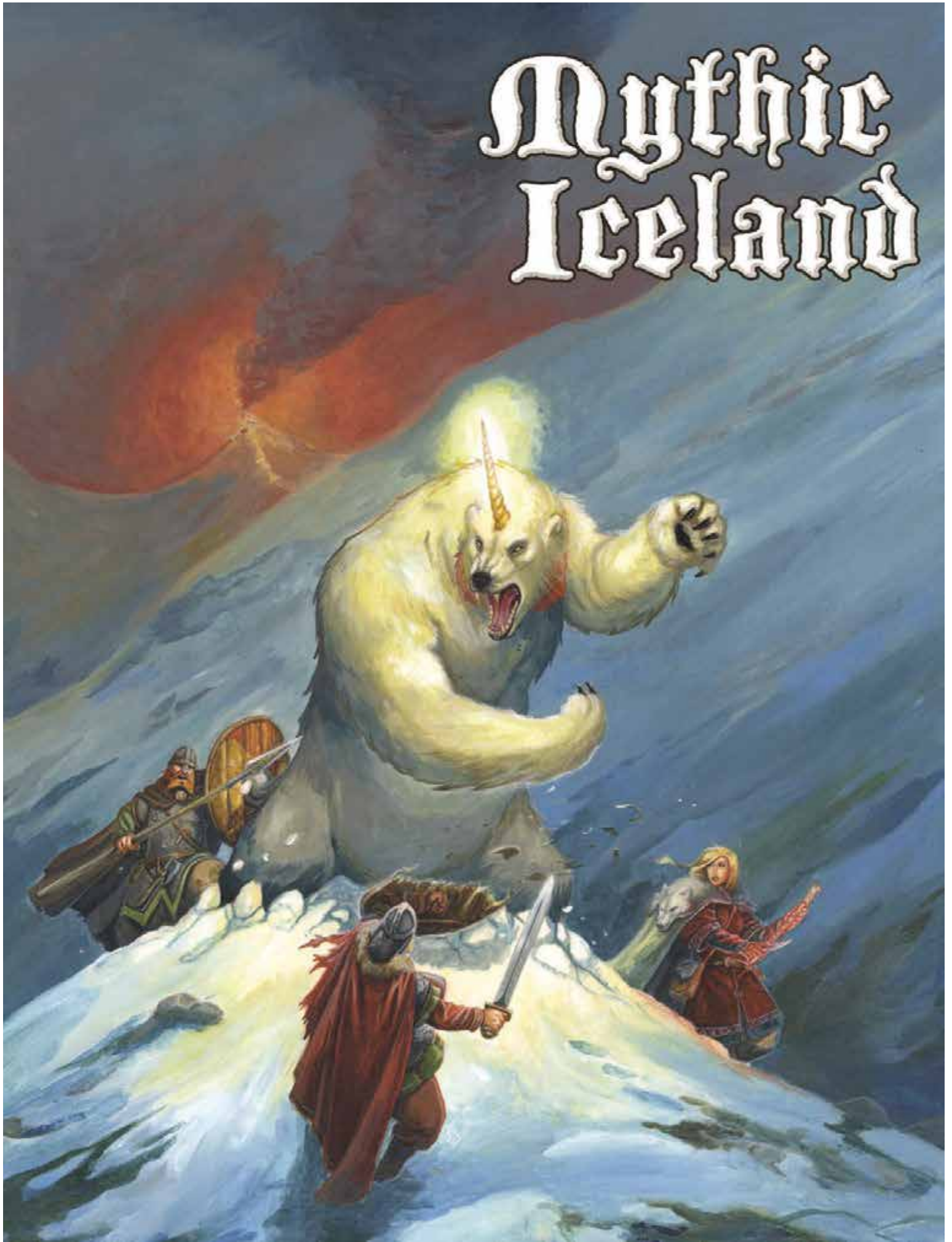
Plot Seed

The body of the mason's wife was found floating in the river. Rumors are circulating that her corpse was covered in horrible, gaping cuts. Was she killed by Aelfhere, the scarred warrior who returned from the north? Maybe it was the "Old Man of the River," a creature that is said to live in the caves further upstream? Was it her husband, Orflan, in a drunken rage?

Now the corpse is missing and it's up to the investigators to find out why she died, and why her body was desecrated by being stolen before burial. Tensions in the village run high as neighbors accuse one another, and there's not much time before it comes to blows.



Mythic Iceland



Mythic Iceland

On the west of Norway comes the island called Iceland, with the mighty ocean washing round it: a land very squalid to dwell in, but noteworthy for marvels, both strange occurrences and objects that pass belief.

— Saxo, “The Danish History” (Grammaticus, 12th Century)

The Time of Icelandic Sagas

The year is 930. At the Assembly Plains, for the first time since the settlement of the country sixty years ago, all thirty-six chieftains from across Iceland congregate around the Law Rock. Some have traveled for weeks across lava fields, glaciers, and mountains just to be here. The first elected Lawspeaker, Hrafn Hængsson, proclaims that this land must be built with law or laid waste with lawlessness, and proceeds to recite, for the first time, the new law code. With that, the annual National Assembly is established and, with it, the Independent Icelandic Commonwealth.

What is Mythic Iceland?

Mythic Iceland is a setting supplement for Basic Role-playing, bringing to the gaming table a blend of Viking Icelandic Sagas and Icelandic fairy-tales. For Keepers wishing to explore this strange and mythic land here is a brief overview of the setting, and guidance on how to use it with *Call of Cthulhu*.

Saga Age Iceland is a great setting for *Call of Cthulhu*. It is a far off land, with long and dark winter nights that can chill the soul of even the bravest warriors.

The seas around Iceland are teeming with monsters. Some are mammoth horrors that drag ships beneath the waves with powerful tentacles, while others look disturbingly like misshapen men, as they shamle their way onto the rocky beaches, coming from the depths of the sea. On land, the dead are known to leave their graves

and walk the fields, attacking anyone foolish enough to travel in the winter nights—when it’s as cold as a sorcerer’s heart, and twice as dark. And there is much worse to be found by those who venture in the dark places under the mountains and volcanoes, where ancient secrets lie hidden since times before humanity.

Society and Assemblies

Householders, freeborn landowners, pledge allegiance to a chieftain, who in turn supports his followers in legal disputes, and in violent conflicts. A chieftain’s position is a delicate one, as his power only exists as long as he has followers willing to support him. At any moment, a chieftain’s followers may denounce him in an assembly and pledge support to a different chieftain.

Iceland is the only Medieval European nation to be ruled by groups of free men, rather than a king. Disputes between householders are resolved at assemblies that take place in the spring, held in each quarter region of the country. Matters that cannot be resolved, or that are judged to be of great importance, are brought to the National Assembly, which is held every year during the summer.

Monetary System

Instead of using silver as currency, Icelanders use commodities such as livestock, dairy products, and especially woolen homespun cloth, called “vadmal.” The standard unit of trade is one “ell” (the length from the elbow to the point of the second finger (around 50 cm, or 20 inches) of vadmal.

Sample Prices in Vadmal

Wool cloak	8 ells
Cow	80 ells
Horse	80 ells
Male slave	120 ells
Female slave	80 ells
Farmland with standing farm	4,200 ells
Dreki ship, 18 benches, incl. sail and oars	16,000 ells
Broad Sword	1,200 ells
Chain Mail shirt	2,400 ells
1 mark of refined silver (24gr)	240 ells
1 mark of refined gold (24 gr)	1,920 ells

Animals, Elves, and Trolls

When the settlers arrived, the arctic fox and the field mouse were the only land mammals on the island. Sometimes, solitary polar bears traveling on ice floes from Greenland arrive in northern Iceland.

The elves, sometimes also called “hidden people,” are known to live alongside the Norse settlers. Invisible to normal people, they can only be seen when they desire to make themselves visible. Just like the Norse settlers, they make a living by farming and fishing. Sometimes they take-up lovers among the common people, and those eventually move to the hidden world to live with them. Elves are said to be kind beings, but can make use of powerful magical curses against those who seek to do harm.

Not all elves are kind and peaceful beings. There are some who come in exploratory expeditions from Alfheimur, the world of the elves, who often present a great danger to the unwary who meet them.

Icelandic trolls live in mountains, caves, and cliffs, especially bird cliffs. Like humans, they live together socially in small groups or as family units. They fish, cultivate land, and keep giant versions of farm animals. Although considered to be fearsome and cruel creatures, they often live in mountains near farms without causing any trouble. They treat people as they are treated and return favors in-kind, but will exact terrible vengeance if harmed.

Lands to the West

Greenland and Wineland were settled by Icelanders in the years 985 and 1000 respectively. Greenland boasts two large settlements, each comprised of hundreds of farms. The colony in Wineland is much smaller, and it suffers constant attacks by the native Skraelingar (“men dressed in skins”), as well as by strange and wicked creatures.

The Mythos in Iceland

The Christian conversion came to Iceland much later than in other Nordic countries. Christianity was official adopted by in the year 1000, but most of the country remained Pagan. The first bishop of Iceland was established only in 1056.

Fleeing persecution, many cults have moved from their Christian homelands in Scandinavia, the British Isles, and elsewhere in Europe, to Pagan Iceland.

Loki Cult

The Norse god Loki, said by some to be one of the many forms of Nyarlathotep, is not openly worshipped anywhere, but in Iceland the cult has flourished and grown since it arrived with the first settlers from Norway. The

god of chaos, destruction, treason, and murder often speaks to its followers in dreams, guiding them to accomplish devious acts, tempting them with the promise of power, and the pleasures of the flesh.

Volcano Cult

There are some cults which claim to have originated as far back as the Hyperborean age. Such groups worship deities they believe to be connected to the many active volcanoes in the island, such as Cthugha, Ghatanothoa, and Tsathoggua.

Ithaqua Cult

A small community in the north of Iceland worships the God of the Northern Wind, under the guidance of an Icelander who lived many years in Wineland, and who learned about the faith from a degenerate skraelingar tribe.

Magic

Most magical knowledge is related to spells that involve combining the Norse runes into strange shapes, while intoning words of power. The runes are said to be a gift from Odin to men, and some say that in ancient times, hundreds of winters ago, or even longer, the knowledge of rune spells held by men was wondrous indeed, but most of that has been long since forgotten.

The witches and warlocks who use magic are feared for their powers, but usually left alone—unless they are discovered of using their powers to hurt other people.

Insanity

Insane investigators have very few options of treatment. There are no insane asylums, professional healers, or shaman in Iceland. Anyone who starts displaying strange and unusual behavior is likely to be believed to be under the effect of a magical curse. People close to the insane will most often search for someone to blame in order exact some form of revenge.

Character Creation

For the most part, character creation is the same as for *Call of Cthulhu 7th Edition*. Here is some guidance on tailoring characters to the setting.

Names

Your investigator should have a name full of Viking flavor, which tells something about his or her nature. Once

you have chosen a name, pick another male name for the investigator's father. The Icelandic naming tradition is patronymic, meaning that people don't have family names passed from one generation to the next, but instead have a last name which is comprised of the name of the person's father plus -sson for a man (replacing the -ur ending, if that exists in the name), or -sdóttir for a woman. The name of the Icelandic explorer Leifur Eiríksson, for example, means "Leifur son of Eiríkur," while his sister's name Freydis Eiríksdóttir means "Freydis daughter of Eiríkur," and their father's name Eiríkur Thorvaldsson means "Eiríkur son of Thorvaldur."

Common male names

1. Egill (Intimidating)
2. Njall (Hero)
3. Gunnar (Battle)
4. Hrappur (Clever)
5. Sturla (Crazy)
6. Voggur (Little Man)
7. Bjorn (Bear)
8. Sveinn (Boy)
9. Grimur (Disguised)
10. Hrafn (Raven)

Common female names

1. Astridur (Passionate)
2. Isgerdur (Frozen Cliff)
3. Dufa (Dove)
4. Ulfhildur (Wolf Battle)
5. Bergdis (Salvation Goddess)
6. Vigdis (Killing Goddess)
7. Halldora (Thor's Rock)
8. Ingunn (King's Lover)
9. Birna (Female Bear)
10. Nott (Night)

Nicknames

1. the Vicious
2. the Learned
3. the Brave
4. the Wise
5. the Foolish
6. the Lucky
7. the Deep Minded
8. the Cursed
9. the Far-Traveled
10. the Ale-lover

Backstory Suggestions

Use the tables below to quickly come up with backstory details for your investigator, or as inspiration when deciding the type of character you want to create.

Ideology/Beliefs/Worshipper of...

- 1-3. Thor, god of thunder
- 4-5. Freyr, god of fertility
6. Odin, god of war, magic and poetry
7. Freyja, goddess of love and beauty
8. Njordur, god of the seas
- 9-10. The White Christ

Significant People

1. Chieftain
2. Spouse
3. Foster brother/sister
4. Father/Mother
5. Blood brother/sister
6. Kinsfolk, related but not close
7. Temple priest
8. Old friend, but now a bitter enemy
9. Child
10. Slave

Meaningful Locations

1. The sand deserts of the South
2. An active volcano
3. The National Assembly
4. The chieftain's house
5. A hot spring, where people gather to bathe
6. The great Water Glacier
7. The Death Cliffs
8. The grave of an ancestor
9. Farm in Greenland
10. Farm in Wineland

Treasured Possessions

1. Silver bracelet
2. Drinking horn
3. Piece of bone, carved with magical runes
4. The sword named "Leg Biter" (pick a name)
5. Carved bedposts
6. A cow
7. A sun-dial, used to navigate the open seas
8. Wooden chest
9. A fast horse
10. A trading or war ship

Occupations

Society is small and spread out, with no towns or villages, lacking the conditions that allowed people in other parts of Europe to become specialized professionals in crafts and other activities.

To reflect this unique characteristic of Icelandic Medieval society, all investigators should be created without the limitation of occupation templates. This means that investigators get a total of EDU x 4 plus INT x 2 skill points to allot to *any* skills.

Skills

See the accompanying investigator sheet for Mythic Iceland for a full list of the skills available for this setting. Where certain skills different from standard *Call of Cthulhu*, and for new skills, details follow.

Art and Craft (Farming) (05%)

This skill measures the ability to successfully run a farm, including the keeping of animals, cultivation of any crops, and the best possible utilization of the resources of the land, such as rivers and sea fishing grounds.

At the end of each season (and there are only two seasons in Iceland, summer and winter, each lasting half a year), every character must make a Farming skill roll at Regular difficulty level. In case of a success, the player character gains 2 point of Status. Failure means the character loses 2 points of Status.

Opposing skill/Difficulty level:

- **Regular difficulty:** identifying normal issues with crops and animals; fishing or hunting.
- **Hard difficulty:** getting through a particularly tough winter without losing most of your livestock; growing foreign crops in the harsh Icelandic weather.

Pushing examples: sacrificing and praying to the gods for a good harvest; dedicating more time to the farm; making your slaves work harder.

Sample Consequences of failing a Pushed roll: slaves revolt against you; the sacrifices to the gods have been so many that you can't feed your family with the remaining livestock, and the gods still don't seem to be listening to your prayers; your crops fails, and you don't have enough supplies to last the winter.

Art/Craft (Poetry) (05%)

The ability to compose poetry that provides insight or a call to action. Many of the greatest characters of the Icelandic Sagas, even some of the great warriors, were skilled in poetry.

Opposing skill/Difficulty level:

- **Regular difficulty:** proclaiming a poem intended to shift someone's attitude towards you; seducing a member of the opposite sex through poetry.
- **Hard difficulty:** getting pardoned of a minor crime by a chieftain or king by proclaiming a poem in his honor; getting everyone to stop what they are doing and listen to you sing.

Pushing examples: reworking your poem from scratch; belittling yourself to make the subject of the poem seem braver and stronger.

Sample Consequences of failing a Pushed roll: the audience is offended by your poem; you are thrown out of a feast; someone, feeling deeply offended, challenges you to a duel.

Fighting (Shield) (15%)

The ability to use a shield as an attack weapon. Using an improvised shield requires a Hard skill check. The user may use this skill instead of Dodge when in combat.

Insight (05%)

Use this skill to watch another person, observe their behavior, and deduce the person's motives.

Opposing skill/Difficulty level:

- **Insight can be used to oppose all forms of social interaction rolls:** Intimidate, Fast Talk, Persuade, and Charm. It can also be used to see through someone's disguise (such as when using the Art/Craft (Acting) skill).
- **Regular difficulty:** read someone's intent or determine if the person is lying if their relevant skill (Intimidate, Fast Talk, Persuade, and Charm) is below 50%.
- **Hard difficulty:** read someone's intent or determine if the person is lying if their relevant skill (Intimidate, Fast Talk, Persuade, and Charm) is between 50% and 89%.

Pushing examples: being very unsubtle and asking highly personal, intimate, or downright direct questions of the target; immersing yourself in the life of a specific person in order to think like them and understand their motivations.

Sample Consequences of failing a Pushed roll: you reveal your own motivations to the target; the target is offended by your prying questions and refuses to speak with you further, or takes action against you; unknown to you, the target is connected with your adversaries, and you unwittingly reveal your own agenda to them.

Literacy (01%) [Specializations]

The ability to read and write a particular language, such as Latin or Viking Runes.

Occult (20%)

Effectively the same as the standard Occult skill in *Call of Cthulhu*, here the skill represents knowledge of myths, superstitions, and folklore. Tales of mythic creatures are often shared around the fire during the long winter months.

Prophecy (00%)

The ability to see into the future through divination, such as reading entrails, casting runes, or watching some aspect of nature. Only characters with a POW of 80 or greater may spend skill points to gain the Prophecy skill.

The nature, concern, and truth of the prophecy is determined by the Keeper. It is recommended Prophecy rolls are made secretly by the Keeper and, as such, Prophecy rolls cannot be pushed.

Levels of Success (a guide):

- **Fumble:** the prophecy is woefully inaccurate, likely to mixed up and, if acted upon, liable to send those acting to their doom.
- **Failure:** no glimpse of the future can be seen.
- **Regular or Hard Success:** a prophetic dream or vision about the future.
- **Extreme Success:** a clear prophetic dream or vision about the near future; the character receiving the prophecy is awarded a bonus die to use with any one future roll.

Ranged Weapons (varies%) [Specializations]

This skill represents a character's ability with ranged weapons, such as bows, crossbows, and slings. Points are spent to purchase specializations. The generic "Ranged Weapons" skill is not purchased.

Bow (10%): A Viking bow made from a single piece of yew, ash, or elm, with an arrowhead made from iron.

Long Spear (05%): Viking spear, 2 to 3 meters long, with a blade 20 to 50 cm long.

Sling (05%): Usually a leather strap either held in the hand, or attached to a staff used to fling rocks and other small projectiles.

Regional Knowledge (½ INT)

Measures a character's knowledge about the people and geographical features of the land. Normally this knowledge is focused on a person's native region; however, the possibility for specializations beyond that exists.

Opposing skill/Difficulty level:

- **Regular difficulty:** knowing who the local chieftain is; where the community boundaries lie; the main trail routes.
- **Hard difficulty:** knowing the name of a particular farmer; where the boundaries of specific farms lie; secret or forgotten trail routes.

Pushing examples: asking questions; scouting ahead to see if you recognize anything.

Sample Consequences of failing a Pushed roll: you offend someone important (lose 1D4 Status); you insult someone and they challenge you to a duel; you get very lost, wandering into someone or something's lair.

Second Sight (01%)

Although rare, some people are blessed with the ability to see into the hidden world. Second Sight allows the user to commune with, and see the spirit realm.

Opposing skill/Difficulty level:

- **Regular difficulty:** communicating with another person's animal fetch (a semi-independent spirit that follows a person and whom may appear in dreams to give warnings about the future); seeing signs of the presence of a magical creature or spirit.
- **Hard difficulty:** seeing an elf when he or she does not want to be seen; seeing elven houses and animals; seeing a person's animal fetch arrive ahead of that person's arrival.

Pushing examples: fully concentrate for a length of time, becoming totally oblivious to anything else around you; using a paste made of many herbs upon your eyes.

Sample Consequences of failing a Pushed roll: you attract the attention of an hostile elf or spirit; your vision remains blurred for hours; you believe something purely mundane, like a large rock, is inhabited by mythical beings, when in fact it is not.

Skiing (25%)

The use of skis to move across snow and ice. Skiing is a common skill. For traveling cross-country a guide pole is often used.

Status (00%)

Status is the *Mythic Iceland* equivalent of Credit Rating. Status measures the respect an investigator inspires in their fellow Icelanders, his or her renown, wealth, and place within the society, and is a broad measurement of honor.

When creating a character, assign skill points to Status during character creation. A high Status can be a useful resource in play and so should be paid for with skill points when creating an investigator. The table below shows the amount of Status skill points necessary to enter each Social Rank.

Status Skill	Social Rank
0	Outlaw or vagrant
01-05	Slave
06-10	Freedman
11-20	Tenant
21-80	Householder
80-99	Chieftain
100	Lawspeaker

Status is not increased through experience checks, but rather by completing adventures, and performing worthy deeds that bring the character renown in the eyes of the society. Status may also be accrued by gathering wealth.

An investigator is only as good as their reputation. Any dishonorable act that becomes well known, and for which the character has not paid compensation, causes the loss of 1D4 to 1D10 points of Status, as determined by the Keeper.

Investigators of the Cthulhu Mythos are prone to insanity and this may lead to odd behavior at inappropriate times, and thus a lowering of the investigator's Status.

Opposing skill/Difficulty level:

- **Regular difficulty:** getting accepted as a guest in a chieftain's or king's hall; having your word be trusted; getting someone to recall a great deed you once accomplished.
- **Hard difficulty:** attempting to pressure someone to support you in the law courts; getting accepted into a Viking expedition.

Pushing examples: avishing gifts upon someone; exaggerating your accomplishments; offering a risky compromise in a dispute.

Sample Consequences of failing a Pushed roll: time to talk is over and violence ensues; you are led into a trap.

Setting Specific Rules

Luck

In Viking Age society, there is a firm belief that an individual is born with a finite amount of luck, which can be

spent during the course of a person's life, but can never be increased. To reflect that belief, the *Call of Cthulhu* optional rule for spending Luck should be used, but once Luck points are spent they can never be recovered.

Someone who has used up all of his or her Luck points is considered an unlucky individual. That person is believed to have "lived through" his or her fate, and so must be close to dying. People tend to shun any individual believed to be luckless, as he or she will certainly attract disaster and death.

Equipment

The most commonly used weapons in Mythic Iceland are: battle axe, broadsword, spear, sax (large knife), bow, and the atgeir (hewing spear). Armor other than soft leather is not commonly worn. Only very wealthy householders and chieftains have access to chainmail shirts.

Sample weapons and armor can be found in **Chapter 4**.

Sample Monsters

Utburdur

In Viking Age Icelandic society, it is the prerogative of the father of a newborn child to choose whether the child should be named, and thus be allowed to live and to join the family, or if it should instead be exposed and left outside to die. In times of famine, when there is already not enough food for the family, or in the case of the child being born with deformities, it is not uncommon for a father to choose the latter. Some of those exposed children may come back, decades later, as an undead monstrosity known as *utburdur*.

The *utburdur* is a tormented soul, with a burning desire to haunt the family who abandoned it as a baby, in order to kill or drive them insane. The *utburdur* is a corporeal apparition and can assume the appearance of a normal person of any age, but most often it takes the shape of a young child of around six years of age. It may conceal its real identity at first, in order to be allowed inside the family house. Once inside, it reveals its true, terrifying appearance and attacks all people present.

Direct moonlight can reveal the true nature of the *utburdur*. Characters who find themselves outside in company of the *utburdur* may make a Hard Spot Hidden roll. If they succeed, a beam of moonlight has broken the cloud cover, allowing the investigator to see the *utburdur*'s true form, that of a rotten corpse.

Utburdur are very strong, and will stop at nothing to get their revenge. Even if the parents of the *utburdur* are already dead, it will seek to destroy all remaining members of the family that rejected it—siblings, uncles or aunts, nephews, or nieces, etc.

If the body of an utburdur is destroyed it melts away, but the monster comes back the next night, perhaps appearing to be of a different age this time, in order to fool the family into letting it get close enough to them. The only way to permanently destroy an utburdur and lay its soul to rest is to find the bones of the child and give them a proper burial within the religious traditions of the family, whether Pagan or Christian.

UTBURDUR, *the corporeal ghost of an exposed child*

STR	105	(4D6+6 x5)
CON	80	(3D6+6 x5)
SIZ	65	(2D6+6 x5)
INT	50	(3D6 x5)
POW	05	(05)
DEX	50	(3D6 x5)

Hit Points: 14

Average Damage Bonus: +1D6

Average Build: 2

Magic Points: 10

Move: 9

ATTACKS

Attacks per round: 1

Fighting 60% (30/12), damage 1D4 + damage bonus
Dodge 25% (12/5)

Armor: None.

Sanity Loss: 0/1D6 Sanity points to see an utburdur in its true form (1/1D8 for family members). 0/1D4 Sanity points to hear the tormented, otherworldly wailing on an utburdur. Note that characters will go on losing Sanity in every encounter with an utburdur, even if they have already lost over 8 points of Sanity, until they go permanently insane.

Ghoul Cat

Immensely large and aggressive black cats, which dig into Pagan burials or church graveyards, tearing-up and feeding upon the dead bodies within. Stories have been told for centuries in Iceland of such creatures, and some say the ghoulish cat isn't beyond attacking the living.

The truth is that these cats are not native to Iceland, or even to the Earth. They were brought here by a sorcerer who came to Iceland with the first wave of settlers, around the year 860. While looking for an isolated place in which to settle and practice his black magic away from prying eyes, the sorcerer found the ruins of a hyperborean outpost, deep within a cave complex. Among the

ancient rubble, he discovered scrolls bearing powerful arcane knowledge. It was by brewing one of the potions described in the scrolls that he found a way to visit the Dreamlands. Not only that, but he also found a way to summon and bind cats from the planet L'gy'hx (Uranus) to use them for his nefarious purposes on Earth.

The nature of these beasts has been corrupted by the binding spell, as well as by their extended stay on Earth, leaving them weak, and forcing them to scavenge for food. Still, they remain dangerous foes.

Their appearance is that of a very large cat, the size of a large dog. A thick, leathery hide covers their body, which is utterly black in color. They use a set of horn-like appendages surrounding their heads, used to detect ambient energy sources, such as heat, at great distances.

They can speak the human language; their voices sounding like stones grinding against one another. It may be possible to negotiate with a ghoulish cat for favors and knowledge, in exchange for a way to break the spell that binds it to the Earth. The binding spell requires that a ghoulish cat must perform one task for a human. As the sorcerer has long since disappeared before requesting a task from the alien animals, they are still awaiting for anyone who will command them. Ghoulish cats are devious and cunning, and will attempt to twist any command given to it to suit its own purposes. Those reneging on a deal struck with a ghoulish cat will find its revenge to be swift and terrible.

GHOUL CAT, *spell-bound cats from Uranus*

STR	55	(3D6 x5)
CON	35	(2D6 x5)
SIZ	55	(3D6 x5)
INT	35	(2D6 x5)
POW	55	(3D6 x5)
DEX	85	(2D6+10 x5)

Hit Points: 9

Average Damage Bonus: none

Average Build: 0

Move: 9

ATTACKS

Attacks per round: 2

Tail Whip	45% (25/10), damage 1D10
Claw	45% (25/10), damage 1D6+2
Bite	35% (20/8), damage 1D8
Dodge	60% (15/6)

Armor: 2-point leathery hide.

Skills: Dream Lore 20%, Jump 80%, Stealth 70%, Spot Hidden 70%, Track 85%.

Spells: Any the Keeper finds appropriate.

Sanity Loss: 0/1D4 Sanity points to see a Ghoul Cat.



Swords and Arrows

Key Combat Rules for Cthulhu Invictus, Dark Ages, and Mythic Iceland

Combat in ancient times was nasty and bloody. Limbs were hewn off, wounds festered, and people died violently. For the most part, combat in *Invictus*, *Dark Ages* and *Mythic Iceland* is the same as in standard *Call of Cthulhu*, with the addition of shields, and the Ranged Attack skill replacing the Firearms skill. Following is an overview of the key differences for combat rules when using these settings for *Call of Cthulhu 7th Edition*.

Armor

Armor plays a much larger role in combat. Note that armor is not machine-made, so it has a variable value determined after every successful hit. The following table shows a sample of the differing armors that could be worn in these ancient settings.

Table 1: Sample Armor

Normal Clothes	0 Hit Points
Heavy Clothes	1D2-1 Hit Points
Quilted/Soft Leather	1D2 Hit Points
Heavy Quilted Leather	1D3 Hit Points
Boiled Leather	1D6 Hit Points
Leather and Rings	1D6+1 Hit Points
Leather and Scales	1D6+1 Hit Points
Chainmail	1D8 Hit Points

Ragar is wearing boiled leather armor and is hit by a sword-wielding opponent, causing 8 damage (1D8 damage for a long sword). Ragar's armor provides 1D6 points of protection, so his player rolls 1D6, getting a result of 5. Damage is determined by deducting 5 from 8, meaning that Ragar suffers the loss of 3 hit points.

Actions in a Combat Round

On their turn in the DEX order (highest to lowest) each character may use their action:

- To initiate an attack using a Fighting or Ranged skill.
- To forego attacking in favor of all out defense using the Dodge skill.
- To perform a combat Maneuver.
- To flee from the combat.
- To cast a spell.
- To perform some other action requiring time and perhaps a dice roll, such as picking a lock while others fight.

Note that some monsters are capable of multiple attacks in one round: these all take place on the monster's turn in the DEX order.

Using Shields

Shields may also be used as a weapon in their own right, using the Fighting (Shield) skill. With a successful attack, a shield deals the damage indicated under the Damage column on **Table 2: Shields**. If a shield is equipped with a spike, it deals an additional 1D3 damage.

A shield provides additional armor to the person using it. The shield gives protection equal to the shield's Armor value (see **Table 2: Shields**).

When the shield-user elects to dodge in response to an attack, they are using the shield to block the blow, and they should use their Fighting (Shield) skill instead of their Dodge skill, and so gain the value of the shield's armor even if they fail to win the bout of combat.

Where the shield user elects to fight back rather than dodge an attack, if their opponent wins the combat with a draw (both achieve the same level of success) then the shield user also benefits from their shield's Armor value. However, if the attacker wins the combat outright (gaining a higher level of success than the shield-using opponent), then the blow has struck past the shield (the shield provides no protection against this attack).

Example: Eric is using a shield and is attacked by Hathor. Eric decides to dodge the attack (comparing his Fighting (Shield) roll versus Hathor's Fighting roll). Hathor rolls a Regular success, whilst Eric rolls a Fail. Hathor strikes home and inflicts 6 points of damage to Eric. Even though he failed to dodge, Eric's shield still provides its Armor value of 1D6. Eric's player rolls 1D6, getting a 4. Hathor's attack inflicts 2 hit points damage to Eric (6-4 = 2).

If Eric had elected to fight back instead of dodging, Hathor's successful attack would have caused 6 hit points of damage as Eric is placing himself in a riskier position, rather than fighting defensively. In this case, Hathor was the better fighter, able to strike past the shield.

During the next round of combat, Hathor attacks again and Eric fights back. This time both achieve Hard levels of success (a draw), with Hathor winning the combat. This time Eric deducts his shield's Armor Value from Hathor's weapon damage.

A shield user may, at the start of the combat round, announce that they are only defending this round (they forego all other actions and will attempt to dodge every attack). In this situation the shield user gains a bonus die to each of his or her Fighting (Shield) rolls for that single round of combat. Essentially, the shield-user is doing all they can to anticipate and block blows, rather than looking for an opportunity to strike their attacker. This is particularly effective if trying to defend something, such as covering another person.

Ranged and Thrown Weapons

Ranged missile attacks, such as bows, cannot be dodged in the normal sense, but the target has the chance to Dive for Cover (losing their next action), or use a shield as cover.

Thrown weapons may be opposed with the Dodge skill in the same way as Fighting attacks.

A character may not choose the option of fighting back against a ranged (missile) or thrown weapon attack unless they are already within close physical proximity to the attacker (i.e. within one-fifth of their DEX in feet).

If using a shield for cover, the defender is assumed to have crouched behind the shield (akin to hiding behind a small wall) providing a penalty to the attacker's roll. The defender loses their next action.

Half the attacker's damage bonus is applied to thrown weapons and ranged weapons that rely directly on the user's strength. Thus, this applies to bows and slings, but not to crossbows.

To resolve a ranged or thrown attack, the Keeper should set a difficulty level based on range and then apply bonus or penalty dice modifiers as appropriate.

Ranged Weapons and the DEX Order

It takes less time to loose an arrow than to swing a club or sword, therefore readied missile weapons may shoot at DEX + 50 in the DEX order. In this case, a readied weapon means the arrow has already been nocked and is ready to shoot.

Table 2: Shields

Shield	Armor	Damage	STR/DEX
Improvised*	1D2 to 1D4	1D2+DB	-
Buckler	1D2	1D2+DB	-
Round, Wooden	1D3	1D3+DB	30/30
Round, Viking	1D4	2D4+DB	40/40
Kite	1D4+1	1D4+1+DB	40/40
Tower	1D6	1D4+1+DB	45/30

Key:

Armor: The amount of damage stopped by the shield. Damage in excess of the armor goes through as hit point damage to shield user.

Damage: The damage caused by using the shield as a weapon.

STR/DEX: Required minimum STR and DEX to use the shield.

***Improvised:** The Keeper should determine the size and armor value of an improvised shield; default is 1 Armor, 1+DB Damage.

Shields as Thrown Weapons

A thrown shield counts as an improvised weapon with a range of 5 meters. Use the Throw skill to determine success.

Optional Rule: Shields

If a shield-user is dodging an attacked with a bladed weapon and wins the combat with an Extreme success (using the Fighting (Shield) skill), the attacker's weapon

has become stuck in the shield. The attacker may immediately attempt one STR roll to get the weapon unstuck, otherwise he or she loses grip of the weapon.

If you want to further limit the chance of such events happening, change the success level required to a Critical success instead of an Extreme success.

When attacking with a shield, the user may attempt shield bash. If the attacker achieves an Extreme success, the target is pushed back one meter and the (shield-wielding) attacker gets a bonus die to their next attack (having put their opponent at a disadvantage as they press the attack).

Sample Weapons

Invictus Weapons

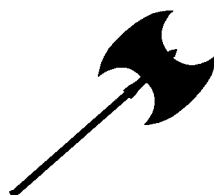
Hand-to-Hand	Skill	Base%	Damage	1 or 2 Handed	Cost in Sestertii
Cestus	Fighting (Brawl)	25	1D6	1H	50
Pilum	Fighting (Spear) or Throw	15	1D8	1H	45
Gladius	Fighting (Sword)	20	1D6+1	1H	175
Trident	Fighting (Spear) or Throw	10	1D6	1H	75

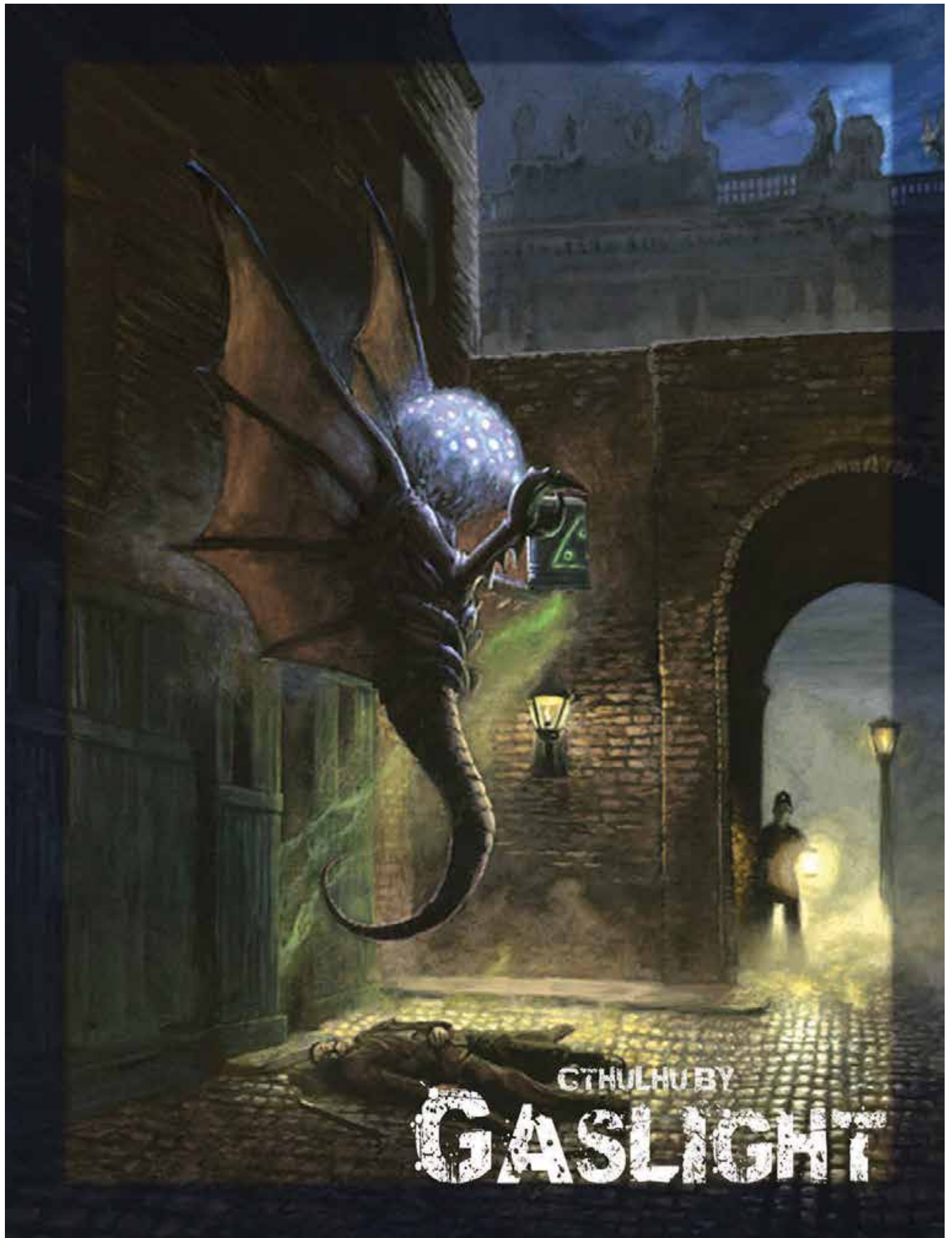
Dark Age Weapons

Hand-to-Hand	Skill	Base%	Damage	1 or 2 Handed	Cost in Pennies
Axe, Great	Fighting (Axe)	15	2D6	2H	100
Flail	Fighting (Flail)	10	1D6	1H	80
Spear, Short	Fighting (Spear)	15	1D6	1H/2H	40
Sword, Long	Fighting (Sword)	20	1D8	2H	210

Mythic Iceland Weapons

Hand-to-Hand	Skill	Base%	Damage	1 or 2 Handed
Battle Axe	Fighting (Axe)	15	1D8	1H
Battle Axe (2H)	Fighting (Axe)	15	2D6	2H
Broad Sword	Fighting (Sword)	15	1D8	1H
Sax (Sword)	Fighting (Sword)	15	1D6+1	1H
Spear, Long	Fighting (Spear) or Throw	15	2D6	1H/2H
Atgeir	Fighting (Polearm)	15	3D6	2H
Bow	Firearms (Bow)	10	1D6 +(1/2 DB)	2H





CTHULHU BY
GASLIGHT

Gaslight

One day men will look back and say I gave birth to the twentieth century.

—Jack the Ripper

Victorian London

The “Square Mile” of London was a congested and chaotic place. During the 19th century the city greatly expanded, with the population rising from 1 million to over 6 million. Poor sanitation, coal-powered stoves, and machinery caused foul smelling, thick fogs that would descend upon the tightly packed streets, where tradesmen, gentlemen, flower girls, thieves, and worse could all be found a short distance from one another.

It was a city of contrasts. Many of London’s most famous landmarks—Trafalgar Square, the Houses of Parliament, Tower Bridge—were constructed in this era, while at the same time, dens of vice, rookeries (slums) packed with the poor, and dark, cramped allies abounded. Whilst the rich and privileged governed the Empire, the poor greased its cogs and wheels. This is the era of Dickens’ *Oliver Twist*, Jack the Ripper, Charles Darwin, and Sherlock Holmes. Science, reason, crime, and horror—a perfect backdrop for *Call of Cthulhu*!

Character Creation

For the most part, character creation is the same as for *Call of Cthulhu 7th Edition*. Here is some guidance on tailoring characters to the setting.

Sample Occupations

A sample of some of the possible Gaslight occupations available to investigators.

Adventuress

The Victorian adventuress was a woman who, by her association with Upper class suitors and admirers, managed to gain some degree of power, respect, and (reluctant) approval from society at large.

Skills: Art/Craft, Charm, First Aid, Persuade, Psychology, Ride, Stealth, any one other skill as a personal specialty.

Occupation Skill Points: EDU x 2 + (APP x 2 or INT x 2)

Credit Rating: 10-80

Class: Middle to Upper

Aristocrat

A person born to a titled family. Such a person may have important responsibilities in the military, government, or Church of England, or may simply collect the rents from his property and occasionally vote in the House of Lords.

Skills: History, Law, Other Language (Latin), Other Language (any Continental), Persuade, Ride, Shotgun/Rifle, any one other skill as a personal specialty.

Occupation Skill Points: EDU x 2 + (APP x 2 or INT x 2)

Credit Rating: 50-99

Class: Upper

Consulting Detective

The consulting detective differs from an inquiry agent or private detective in that his or her investigations are more of an intellectual pursuit, and clients are usually from the higher classes. The consulting detective guides the inquiry agent or police, letting them do the legwork and bring the evidence to him or her.

Skills: Anthropology, Law, Library Use, Other Language (any), Psychology, Science (Chemistry), Spot Hidden, any one other skill as a personal specialty.

Occupation Skill Points: EDU x 2 + INT x 2

Credit Rating: 20-50

Class: Middle

Inquiry Agent

Similar to the private detective of the 1920s, an inquiry agent probably works for a detective agency, taking cases on their own, in conjunction with the police, or a consulting detective.

Skills: Accounting, Fast Talk, Law, Library Use, Locksmith, Psychology, Spot Hidden, any one other skill as a personal specialty.

Occupation Skill Points: EDU x 2 + INT x 2

Credit Rating: 10-40

Class: Lower to Middle

Spy

Such secret agents may come from a number of agencies, including Scotland Yard's Special Branch (dealing with domestic terrorism), the British Government, or indeed a foreign power. This era sees the "Great Game" as Britain and Russia vied for control of central Asia.

Skills: Disguise, Fighting or Firearms, Navigate, Other Language (any Continental), Psychology, Spot Hidden, Stealth, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade).

Occupation Skill Points: EDU x 2 + APP x 2

Credit Rating: 20-70

Class: Middle to Upper

Skills

See the accompanying sheet for *Cthulhu by Gaslight* investigators for a full list of the skills available for this setting. Where certain skills differ from standard *Call of Cthulhu*, and for new skills, details follow.

Electrical Repair (01%) [Uncommon]

The base chance for this skill is reduced to 01% as working with electricity was very uncommon in this era.

Operate Heavy Machinery (01%)

The skill applies to operating a locomotive, an underground subway train (either steam or electric powered—electric subways began operation in London in 1890), or other similarly large and complex machinery.

While almost anyone can keep a train moving once it is underway by simply keeping the engine stoked, a skill roll may be required to start and stop a train safely, to make radical speed changes, and so forth.

Pilot (01%) [Specializations]

Specializations include Balloon and Boat.

Social Class

In the Victorian era social class played a considerable role in how one was viewed by others, especially others of a differing social class, and those in authority. In the game, social class is determined by the occupation of the investigator.

The differing social classes are:

- **Upper Class:** aristocrats, landed gentry, high government officials, the very wealthy. Employs a large number of personal and household servants.
- **Middle Class:** professionals, merchants, a few exceptionally skilled tradesmen. Possibly employs one or more household servants.
- **Working Class:** average working person, but also includes beggars and criminals. Does not employ any servants.

Keeping within one's own class socially was the norm. When dealing with people of a different class in terms of using social skills, like Charm, Fast Talk, and Persuade, Keepers should refer to **Skill Roll: Determining the Difficulty Level** (page 82, *Call of Cthulhu Rulebook*), raising or lowering the difficulty level of a social skill roll dependent on the situation at hand.

The difficulty level for someone from the upper class is lowered by one level when rolling to affect someone from the middle or working classes. In contrast, a person from the working class would have their difficulty level raised by one level if attempting to convince an upper or middle class person.

Naturally, each situation may be different, and the Keeper should modify difficulty levels also based upon the scene at hand, familiarity of the characters concerned, and so on.

Alternatively, or in addition, the Keeper may wish to stipulate a bonus or penalty die to the roll.

In general, an upper class person would tend to be skeptical if an unknown person of working class was trying to persuade them of something; likewise, the police will be more inclined to believe the word of an upper class gentleman than a beggar.

- Bonus die when attempting a social skill on someone of a lower class.
- Penalty die when attempting a social skill on someone of a higher class.

Investigators, in the main, will probably come from the middle or upper classes. However, that is not to say a group of investigators couldn't all be of working class, if such was the premise of the scenario—Sherlock Holmes had his Baker Street Boys after all.

If a working class street urchin was trying to use Fast Talk on an upper class gentleman, the urchin could receive one penalty die to their Fast Talk roll, as the gentleman is very unlikely to believe anything the urchin has to say. However, if the situation were reversed, with the gentlemen Fast Talking the urchin, the gentleman may receive a bonus to their die roll.

Income

While it seems intuitive that an upper class character would fall into the Wealthy or Rich brackets, remember that it is not uncommon to come across someone from the upper classes who has fallen on hard times. Such people may have gambled away their inheritance, lost their fortune in poor business dealings, or some other unfortunate circumstance.

In the Gaslight era, one British Pound (£) equals \$5 (US). British money came in pounds (£), shillings (s) and pence (d). Thus 12 pence (12d) = 20 shillings (20s) = 1 pound (£1).

Look up the investigator's Credit Rating on the following table to determine an investigator's Cash (income per year), Assets, and Spending Level.

Investigator Organizations

Two investigator organizations are briefly outlined. Both may serve as "off-the-shelf" societies in which investigators may be members, or provide both Keepers and

players with inspiration in designing their own unique investigator associations.

The Mainwaring Society for the Betterment of Mankind

Unlike the vast majority of Victorian era gentlemen's clubs, where membership is drawn from the middle or upper classes, the Mainwaring Society is very much the preserve of the working class. Shop workers, tradesmen, and low-ranking civil servants are all likely to be paid-up members of the organization. Indeed, uniformed police officers and flower girls are just as likely to be seen at a Mainwaring meeting, as membership is open to both sexes. The society has many clubs positioned across the United Kingdom in cities and towns, each meeting in the backrooms of pubs, town halls, and other communal venues.

Founded by Robert Mainwaring in 1867, the main role of the society is to encourage education and moral standards amongst the working class. Mainwaring was a working class lad who became a self-made millionaire, building a successful chain of grocery stores across the Midlands. He ploughed his considerable wealth into good causes and started the society to help others find the means to make a better life for themselves.

While not every member has knowledge of the Mythos or the supernatural, there are a number of folk in some of the Mainwaring clubs who have had first hand experience of the strange and unnatural. Given that the membership is drawn from the lower ranks of society, it is these people who have to look out for one another in a world where being working class often means being ignored by the authorities. Where help is needed, the members hear the call and take it upon themselves to offer assistance and aid. Sometimes such calls for aid come from those beset by otherworldly and supernatural troubles, and those who are unable or unwilling to turn to the police or more learned men for help.

Credit Rating, Cash, and Assets

Credit Rating	Cash (Income)	Assets	Spending Level
Penniless (CR 0 or less)	5 shillings	None	5d
Poor (CR 1-9)	CR x 1 (£1-£9)	CR x 10 (£10-£90)	20s
Average (CR 10-49)	CR x 10 (£100-£490)	CR x 20 (£200-£980)	£2/10s
Wealthy (CR 50-89)	CR x 12 (£600-£1,068)	CR x 100 (£5,000-£8,900)	£15
Rich (CR 90-98)	CR x 50 (£4,500-£4,900)	CR x 500 (£45,000-£49,000)	£50
Super Rich (CR 99)	£150,000	£3,000,000+	£250

The Nonstandard Club

The Nonstandard Club meets once a month, usually at a high-class restaurant to share stories that would make the man on the street pale with fright or blush with embarrassment. Membership is open to both sexes, however one normally finds a higher proportion of men at such gatherings as the occasions are often loud, boisterous, and somewhat deviant to the mind of the average Victorian. As such, the dinners are often beacons for the less desirable elements of society; opportunities for renowned radicals and social misfits to air their views, as well as provide outlandish authors and scientists the opportunity to expound on their latest thoughts and theories.

Common to each gathering is the Nonstandard Tankard, a drinking cup awarded to the member who can tell the most outlandish and engaging story during the evening. Once everyone has had a chance to speak, the tankard is awarded by a show of hands and, at the next meeting, the recipient may use the honored drinking cup during the meal. It is no surprise then, that the Nonstandards (as they call themselves) include members who have encountered bizarre, supernatural, and even Mythos connected events. Indeed, many members go “looking for trouble” in order that they will have a grand tale to tell at the next dinner!

other, more pressing, concerns they have little time to pursue the matter. All of this changes when the daughter of a Member of Parliament is abducted while walking home one evening. The newspapers are ablaze with speculation and calls for something to be done about the dens of thieves and criminal gangs that seem to be taking over the city.

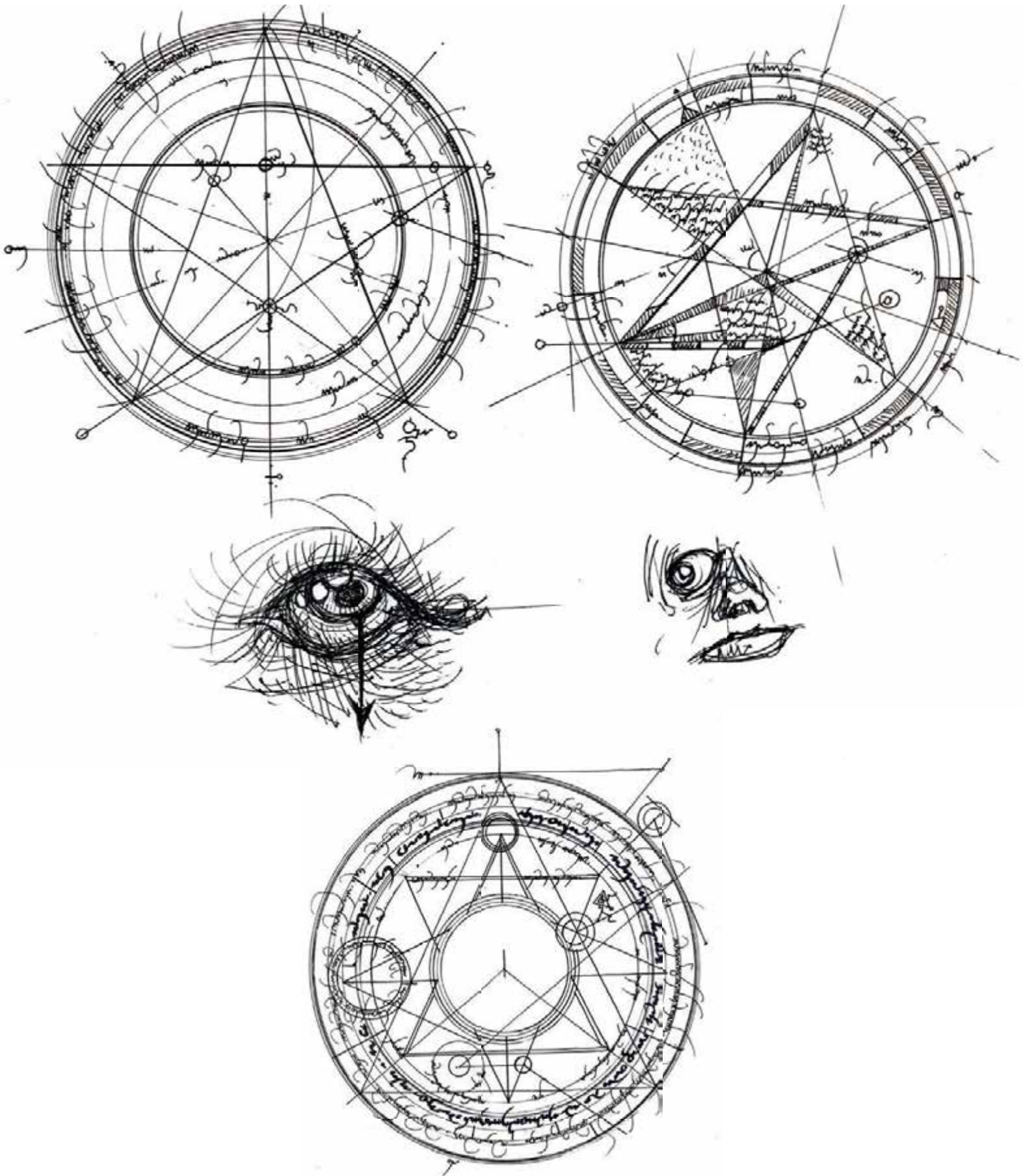
Does the abduction have something to do with the new gang in town? Are they simply just criminals out for easy cash? Why risk kidnapping a lady of society? Will she be the only one? Is it somehow connected to her father? What are the strange chalk drawn symbols appearing on the walls of the alleys and houses? Are they connected?

The Mythos in Victorian Britain

Whether on the dark streets of London, amongst the leafy suburbs, or away in the provinces, dark forces lie watching and waiting. Occult societies, gentlemen's clubs, and philanthropic organizations flourish. Who can say what purpose such gatherings might have. Some cults hide in plain sight, while others infiltrate the upper echelons of respectable and charitable societies. Each has their own purpose, their own agenda in serving the powers of the Great Old Ones. Some are merely biding their time until the stars are right, others work to infect the Establishment, and some strive to achieve great power. Not forgetting the few who wish only to unleash chaos and horror.

Plot Seed

Talk is rife amongst the down-and-out of a new criminal gang moving into the area, making threats and carving-up the opposition. Word is that the gang members are devotees of some mystical, foreign religion. While the average Londoner is oblivious to such machinations, the police are trying to keep an eye on the situation, but with





H.P. Lovecraft's
DREAMLANDS

Roleplaying Beyond the Wall of Sleep

The Dreamlands

“In the tunnels of that twisted wood, whose low prodigious oaks twine groping boughs and shine dim with the phosphorescence of strange fungi, dwell the furtive and secretive Zoogs; who know many obscure secrets of the dream world and a few of the waking world, since the wood at two places touches the lands of men, though it would be disastrous to say where. Certain unexplained rumors, events, and vanishments occur among men where the Zoogs have access, and it is well that they cannot travel far outside the world of dreams.”

—H.P. Lovecraft, *“The Dream Quest Of Unknown Kadath”*

Fevered Dreams

In several stories, H. P. Lovecraft created a world that has come to be known as the “Dreamlands,” where earthly dwellers might travel in their dreams. Broadly speaking, the Dreamlands are a distorted reflection of the Waking World (Earth): vague, ethereal, and sometimes dark and chilling.

Those wishing to further explore the lands of dream are recommended to read Lovecraft’s *The Dream-Quest of Unknown Kadath*, *Beyond the Wall of Sleep*, *The Cats of Ulthar*, *Hypnos*, *The Other Gods*, *Polaris*, *The Silver Key*, *The Strange High House in the Mist*, and *The White Ship*.

Getting to the Dreamlands

Four ways are known by which mortals may enter the Dreamlands:

Firstly, by transporting oneself via a spell or artifact (such as Randolph Carter’s Silver Key), with which the physical body remains in a semblance of sleep while their dream-self explores the land of dream.

Secondly, a character could seek out or stumble upon a place where the Waking World intersects with the Dreamlands. Such hidden places are rumored to exist in the wilds of New England, the valleys of Wales, and also among the fabled peaks of Tibet.

Thirdly, in death an experienced “dreamer” may choose to have their spirit reside forever in the Dreamlands.

Lastly, and perhaps the most common way to enter the Dreamlands, is to dream yourself there. Usually this requires a successful Cthulhu Mythos roll to seek out and pass the Gateway to Dream, although it is known for those who have heard of the Dreamlands to simply find themselves there. Rumors abound of certain drugs, spells, and potions that may also transport the psyche to the realm of dream.

On arrival in the Dreamlands, a character is nude and without the items that they may have had on their person in the Waking World. Such characters are met by Kaman-Thah and Nasht, the guardians of the Gate of Deeper Slumber, who will provide simple clothing, as well as a dagger, three loaves of bread, a jug of water, and a hank of spun manna.

Sometimes, if they have traveled by spell, artifact, or drug, the character retains their clothing, but any items are transformed into their Dreamlands equivalents. Dreamlands technology is not that of the Waking World. In general, Dreamlands crafts and mechanical accomplishments resemble that of Earth’s past. Instead of guns and trains there are spears or bows, and caravans or sailboats. Thus, a dreamer may find that their trusty .32 automatic pistol is transformed into a bow once they awake in the Dreamlands.

Dreaming Skills

Two specific skills are associated with the Dreamlands.

Dreaming (one-fifth POW%)

The first time a person enters the Dreamlands they gain this new skill (whether they have arrived physically or in their sleep). A skill check is granted for each further visit the character makes to the Dreamlands.

The skill is used to dream items that can be made manifest in the Dreamlands reality, such as manifesting a piece of fruit, altering an item, or affecting the physical nature of the dream world. These dreamed items or

effects appear in the Dreamlands on the character's next visit. Such a change costs Magic points, and the Keeper should determine the amount based on the nature, size, and effect the change would cause. Manifesting a long sword might cost 9 Magic points (as the maximum damage such a sword could do is 9), while dreaming that there was rope bridge across a river could cost 20 Magic points. The greater the significance of the item or change to the physical reality of the Dreamlands, the higher the price. For such significant items and effects it may take successive Dreaming rolls over a long period of time (one roll per period of dreaming) to achieve the desired result.

A dreamer normally cannot make alterations or create an item of greater value than their Dreaming skill percentile. Thus, a dreamer with Dreaming of 45% could not manifest a house of value higher than 45. However, over the course of many dreams, he or she could create a village full of such houses.

The dreamer may sacrifice five points of POW to double the amount of Magic points they can spend in the act of creation. Thus, the dreamer with a Dreaming skill of 45% could permanently spend 5 POW points to create an object up to 90 Magic points in value. If the dreamer then spent another 5 POW (10 POW in total), the object could be up to 180 points, and so on. Note that such expenditure of POW does not increase the Dreaming skill and if the roll is failed then all Magic points and POW invested in the object's creation are lost and wasted.

Once the Magic point cost has been determined, a Dreaming skill roll is made. The Keeper may raise the difficulty level of the roll dependent on the nature of the effect or change desired.

Success means that the desired outcome has been fully or partially achieved. If the dreamer is able to expend all of the required Magic points, the full outcome is realized; however, if only a portion of the total Magic points were spent, then there is only a partial outcome (Magic points spent in this way should be noted and added to subsequent attempts until the full required value has been accumulated). Partial outcomes may mean the item sought has appeared only temporarily, or that it is insubstantial.

Normally, the created item, such as clothing, a weapon, or tool, appears with the dreamer when they next enter the Dreamlands. Living beasts, certain alterations, and objects with an independent existence will manifest at their point of creation, meaning the dreamer will have to travel and possibly track them down. Sometimes the dreamer may have no idea where his or her creation exists, having to seek it out, as exemplified by Randolph Carter in *The Dream-Quest of Unknown Kadath*.

Any such change (once fully paid for with Magic points) will exist in the Dreamlands for one visit only and on further visits the change has either disappeared or returned to its original form. However, if POW is also spent in creating the object it becomes permanent. Generally, 5

POW must be expended per act of creation for minor objects, more for larger objects, and for major, very complex objects POW equal to the cost in Magic points may have to be sacrificed, as determined by the Keeper.

Dream Lore (half Cthulhu Mythos%)

The user is able to recall information about the Dreamlands, be it historical facts, recognizing a Dreamlands creature or important person, or knowing how to get from one place to another.

The starting level of skill is based upon the character's Cthulhu Mythos skill halved (round down). With each subsequent gain of 2 points in Cthulhu Mythos, the character automatically gains 1 point in Dream Lore. The Dream Lore skill may also improve through successful use (skill checks).

A dreamer with Dreaming 20% wishes to create an object valued at 40 Magic points. The creation cost would be 20 Magic points plus 5 points of POW (to provide an additional 20 Magic points to meet the 40 Magic points required). To then make this object permanent, the dreamer would then need to further sacrifice another 5 points of POW. In total, the dreamer has spent 40 Magic points and lost 10 POW to create a permanent object.

A Dreamer's Death

While in the Dreamlands, characters heal at the normal rate. In addition, the Dreaming skill may be used to restore hit points at the cost of 1D3 Magic points for each hit point cured. Note that injury in the Dreamlands does not affect the character's body in the Waking World.

If a dreamer dies in the Dreamlands, he or she is shocked awake in their earthly bed (losing 1D10 Sanity points). Such a character may never travel to the Dreamlands again. Of course, if the character is physically present in the Dreamlands (i.e. they have physically been transported to the Dreamlands) and dies, he or she does not reappear on Earth—they are forever lost.



Sample Creatures of the Dreamlands

Gug

It was a paw, fully two feet and a half across, and equipped with formidable talons. After it came another paw, and after that a great black-furred arm to which both of the paws were attached by short forearms. Then two pink eyes shone, and the head of the awakened Gug sentry, large as a barrel, wobbled into view. The eyes jutted two inches from each side, shaded by bony protuberances overgrown by coarse hairs. But the head was chiefly terrible because of the mouth. That mouth had great yellow fangs and ran from the top to the bottom of the head, opening vertically instead of horizontally.

—H.P. Lovecraft, “The Dream-Quest of Unknown Kadath”

Thought to exist only within the Dreamlands, gugs are hideous giant monsters of nightmare that delight in devouring anything or anyone who foolishly delves in the forgotten caverns and structures of the Dreamland's Underworld. In centuries past, worshipping various Great Old Ones, the gugs of the Dreamlands indulged in ceremonies so abhorrent that somehow they have been banished into the Dreamlands' nether regions.

While no accounts tell of gugs manifesting in the Waking World, it is not beyond the realms of possibility.

GUGS, unclean giants

STR	225	(6D6+24 x5)
CON	140	(3D6+18 x5)
SIZ	285	(6D6+36 x5)
DEX	50	(3D6 x5)
INT	65	(2D6+6 x5)
POW	50	(3D6 x5)

Hit Points: 42

Average Damage Bonus: +5D6

Average Build: 6

Move: 10

Attacks per round: 2 (each arm extends into two forearms, each having its own attack)

Gugs have the usual range of unarmed attacks open to humanoid. In combat, a gug is likely to bite, stomp, or strike with an arm.

Fighting 60% (30/12), damage 1D6 + damage bonus

Dodge 25% (12/5)

Armor: 8-point skin, hair, and cartilage.

Spells: Gugs have a 10% chance of knowing 1D10 spells.

Sanity Loss: 0/1D8 Sanity points to see a gug.

Moon-Beasts

Great greyish-white slippery things which could expand and contract at will, and whose principle shape—though it often changed—was that of a sort of toad without any eyes, but with a curious vibrating mass of short pink tentacles on the end of its blunt, vague snout.

—H.P. Lovecraft, “The Dream-Quest of Unknown Kadath”

The moon-beasts are an alien race encountered primarily in the Dreamlands. They have a great colony on the moon of the Dreamlands, and some say that they may have a presence on the moon of the Waking World as well. They serve Nyarlathotep for his favor and enslave other races, including the diabolical men of Leng.

If sadism has any meaning for a race so alien, it can be said that these beings are monstrosously cruel, frequently torturing members of other races that fall into their paws.

MOON-BEASTS, loathsome torturers

STR	80	(3D6+6 x5)
CON	65	(2D6+6 x5)
SIZ	100	(3D6+10 x5)
INT	80	(2D6+9 x5)
POW	50	(3D6 x5)
DEX	50	(2D6+3 x5)

Hit Points: 16

Average Damage Bonus: +1D6

Average Build: 2

Move: 7

Attacks per round: 1

Although the only weapon listed here for the beings is the spear, moon-beasts can be expected to have many more technological marvels. Many of their soldiers are members of various slave races, primary among them the men of Leng.

Fighting 45% (22/9), damage 1D3 + damage bonus, or by weapon (spear, damage 1D10 + 1 + damage bonus)

Dodge 25% (12/5)

Armor: None, but their peculiar body substance and mass causes them to take minimum damage from successful missile attacks.

Spells: Moon-beasts know at least 1D3 spells.

Sanity Loss: 0/1D8 Sanity points to see a moon-beast.

Zoogs

Over the nearer parts of the dream world they pass freely, flitting small and brown and unseen... one can see their weird eyes long before one can discern their small, slippery brown outlines.

—H.P. Lovecraft, “The Dream-Quest of Unknown Kadath”

Zoogs are small, rodent-like creatures. Small tentacles dangle from their snouts, concealing rows of small, very sharp teeth. The creatures live in burrows and tree-trunks in the Enchanted Wood. While they mostly live on fungi, they have a taste for both spiritual and physical meat—as some dreamers have found to their cost.

Do not let their mouse-like appearance deceive you. Zoogs are intelligent and ever vigilant for easy prey. They are cunning, nasty, and thoroughly mischievous creatures.

ZOOGS, devious devils

STR	15	(1D6 x5)
CON	35	(2D6 x5)
SIZ	10	(1D3 x5)
INT	65	(2D6+6 x5)
POW	50	(3D6 x5)
DEX	100	(4D6+6 x5)

Hit Points: 4

Average Damage Bonus: -2

Average Build: -2

Move: 12

Attacks per round: 1

Able to use weapons, as well as bite and claw their victims. Will feign being docile (and somewhat cute-looking) until their target is close enough to be attacked. Will work in packs to ambush the unwary.

Fighting 40% (20/8), damage 1D4 + 1 + damage bonus or by weapon (knife, damage 1D6 + damage bonus)

Dart 50% (25/10), damage 1D6 + damage bonus

Dodge 50% (25/10)

Armor: None.

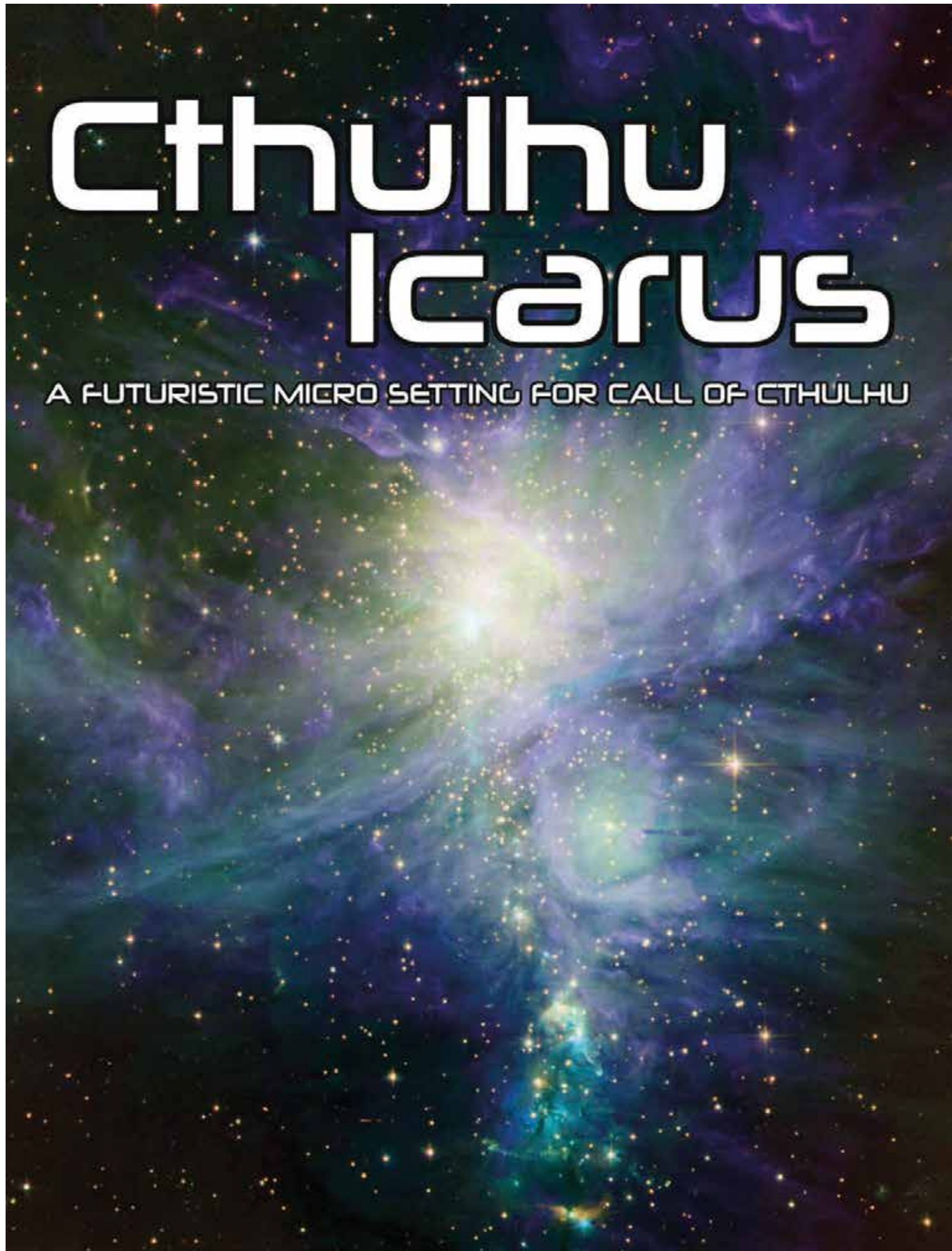
Spells: A zoog will usually know at least 1D4 spells.

Sanity Loss: 0/1D3 Sanity points to see a zoog.



Cthulhu Icarus

A FUTURISTIC MICRO SETTING FOR CALL OF CTHULHU



Cthulhu Icarus

*“Terror does not begin with ignorance.
It begins with knowledge, and ends with revelation.”*

The future has come. Mankind has broken free of the Earth and dreams of what lies in the blackness beyond the light of the sun. The feet of men have touched Mars and returned to Earth. The Moon which rose over the blood rites of ancient ignorance holds little mystery. The further faces of Saturn and Neptune have been held in the human eye, and their vastness circled. But out beyond the known, the unknown waits, beckoning, promising. Watching.

Cthulhu Icarus is a micro-setting for *Call of Cthulhu*, which takes your game into a near future of space exploration and horror. Consider this one possible future for mankind; there are many others...

The core of this setting is the Daedalus 3 Mission, and its primary space vehicle *Icarus*. Daedalus 3 is the first manned mission intended to go beyond the Solar systems furthest planetary body and return. Loaded with scientific experiments and instrumentation, the mission is intended to achieve many things, but above all its purpose is to prove that it can be done. But curiosity will prove, as it has many times before, to be hubris and the truth of mankind's place in existence far from comforting.

How To Use This Setting

This is not about ray guns. The intention is to give you, the Keeper, the beginnings of a way to run a game of horror in a near future setting of space exploration. The core of games spun from this material is about the unexplored unknown, and isolation. Just as the unexplored interior of Antarctica became part of Lovecraft's vocabulary of dread, so space becomes the ultimate unknown. And because it is unknown, it could hold any terrible truth. Similarly, the inability to flee creates an atmosphere of panic, a staple of many of the greatest horror stories. There is no place that is more isolated, or potentially claustrophobic, than a few tubes of air-filled metal, years from Earth, hurtling ever father away from the light of the sun.

The material of this setting is divided into three. The first section covers the *Icarus* ship itself, the second section sketches possible horrors that the ship might encounter at the edge of the Solar system, while the third section looks briefly at character creation appropriate to the setting. The *Icarus* is presumed to be where most of the adventure and player interactions will happen. You should feel free to change, modify, and/or ignore anything you see fit. The options for the horror present in the settings are also written with the intention that you could use any, some, or none of them.

The Icarus

In the visible future—far enough that the world and what is possible has changed, but close enough that our present still exists in memory—mankind has decided to conquer the unknown. Just as the Enlightenment and Industrial Revolution ushered in an age of exploration, so have the developments of this new age. Just as were the highest peaks and depths of unexplored continents the obsession of the past, so now did space become the obsession of the future.

The Daedalus missions began as a dream to take humankind further than he or she had ever been. Mars had already been walked many times, first by nations, and then by the hybrids of corporations and nation states. Daedalus would take humankind further, first to orbit Saturn, then to push the frontier to Uranus and Neptune. Daedalus 3 is intended to go even further, out into the blurred frontier beyond the true planets, into the clouds of icy debris and the darkness beyond.

The Mission

The *Icarus* is part of the Daedalus 3 Mission. Funded by an uneasy alliance of corporations, governments, and wealthy individuals, the Daedalus Foundation bypasses many of the issues of diplomacy and jurisdiction by having no strict national allegiances. In theory, the Foundation is run independently, with each of the

major contributors having a voice on the Foundation's governing board. In reality, politics is never far from any decision made by the Foundation. Each contributor or corporation has its own agendas and pursues them with subtle ruthlessness. Alliances and factions have formed, dissolved, and fractured many times over the decades of its existence.

The current mission, like its forebears, is staffed by the Foundation, and the *Icarus* itself is supposedly crewed by personnel selected by dispassionate judgment and merit. In truth, the selection of key posts in the mission is a central battleground for the Foundation's financial and political sponsors. The crew of the ship, while all able, are there because they have the backing of one or more factions.

The Ship

In form, the *Icarus* is a long tube, surrounded by three sets of rotating spurs. Constructed in orbit by Zaydan Startech engineers, it uses a nuclear drive, and the rotating spurs provide centrifugal artificial gravity. Crew quarters and laboratories are housed in the spurs, with most of the rest of the ship occupied by systems, fuel, and passages connecting the various crew accessible parts of the ship. All of these sections are pressurized with breathable air.

The Control Room

The control room houses the main controls for the ship's systems, including its engines and life support, and is

A Crew Divided

The *Icarus*'s crew is unified in purpose, but divided by its motives. Some may be driven by the goals of corporations, others by the purposes of their governments, or patrons. Each crewmember is trying to gain prestige, damage the reputation of the representative of another faction, or even subtly sabotage a part of the mission. All this makes for a fundamentally unstable arrangement, and provides splendid opportunities for roleplaying.

If a fractured and fractious crew is an element that you wish to include in your game, then all the investigators and non-player characters (NPCs) on the *Icarus* should belong to differing factions. This may be kept secret or openly declared, and of course, someone might seem to represent one faction and in truth be working for another. The degree to which they are loyal to their faction is up to the player.

Here are a series of factions who have substantial interests in the Daedalus Foundation. These may be used as presented or modified to suit.

Zaydan Startech: Formed from the merger of a series of Asian technology corporations in the wake of the fall and stripping of North Korea. It is the dominant commercial leader of space based technology. They are a founding component of the Daedalus Foundation, and a vital part of its every operation. To quote one of business analyst, "They might have to get others to pay for it, but every bucket flung into the sky has the Zaydan stamp on its rivets."

Euro Space: The rebranded fusion of the civilian and military space research projects of a dozen European states, Euro Space is the intellectual underpinning of the Daedalus missions. Some might say that if the project has hope and dreams then they are given voice and shape by Euro Space. Having long ceded the engineering and technical aspects to others, they jealously maintain their influence on the mission's direction and goals.

The Dieter-Muller Fund: Created from the estates of the eccentric, reclusive Gilles Dieter and Sabina Muller, the Fund's aim is to further the limits of human endeavor and understanding in all areas known and unknown. Their goals in the Foundation are very simple: they want knowledge. To this end they often act as conciliators amongst the larger factions, or manipulate them to remove what they see as dangers to the mission.

The Nation States: A number of the most powerful nations of the day all have a stake in the Daedalus foundation. Who these nations are is up to the Keeper and players to decide. Perhaps India and China are the twin poles of political and economic power, or perhaps the USA, Brazil, and Russia. No matter who they are, the involved nations are amongst the most muscular in terms of how they use their influence on the Foundation, and each of them will have as many of their people amongst the crew as possible. The aim of the nations, no matter who they are, is simple: prestige. They want to be seen to be heading the project and driving its success, while of course shielding themselves from the fallout from any potential failure.

housed two-thirds of the way down the ship's central core; as such, it is in zero gravity. A two-meter diameter cylinder, its walls are lined with computer interfaces and displays. All of the ship's systems are controlled from this room, although there are back-up control interfaces in each of the rotating spurs in case of failure or damage.

Living Quarters

The living quarters are housed in the forward set of rotating spurs of the ship. Each of the three spurs has space to house six people in closely-packed bunks, which are similar to the living conditions which might be expected on a twentieth century submarine. Attached to each bunk space is a cube in which the crew are expected to exercise to help maintain their muscle mass and general physical wellbeing.

The Engine Spaces

The *Icarus* is nuclear powered. The full back third of the ship houses its reactor and drive in a heavily shielded series of subdivided sections of the hull. Access to these volumes are only possible from the main axis-way of the ship via a pair of hatches. Each hatch can only be opened when the other is sealed, and to begin the unlocking sequence requires a master override authorized by the Mission Commander and the Chief Engineer.

The Crew

There are 18 crew on board the *Icarus*, most of these are scientists, though some are primarily there to control the ship. Given the risks of the mission, all of the crewmembers are trained to overlap the tasks and skills of others; there is no dead weight on this mission.

Science Fiction and Reality

The approach taken to science in the setting is a loose one. The aim is that the players and Keepers can use everything involved here without needing to understand complex engineering or science. There are sections presented here that are unrealistic, improbable, or just flat wrong in terms of reality. All of these things are intentional, and done in the service of creating a setting that is easy to understand and fun to use. The odd nod is made towards physics and current theories of technological development, but, just like the great tradition of science fiction, liberties have been taken for effect. If, of course, you wish for more or less realism in your games feel free to take liberties with the liberties.

The Dark That Waits

The *Icarus* mission is not just destined to fail, but to touch the truth of mankind's place in the cosmos. Presented here are three options of what fate could await the craft as it reaches the outer limits of the Solar System. At this point in its voyage it has been traveling for a little over three years since it left Earth's orbit.

Here are three possible avenues for the Keeper to explore with this setting.

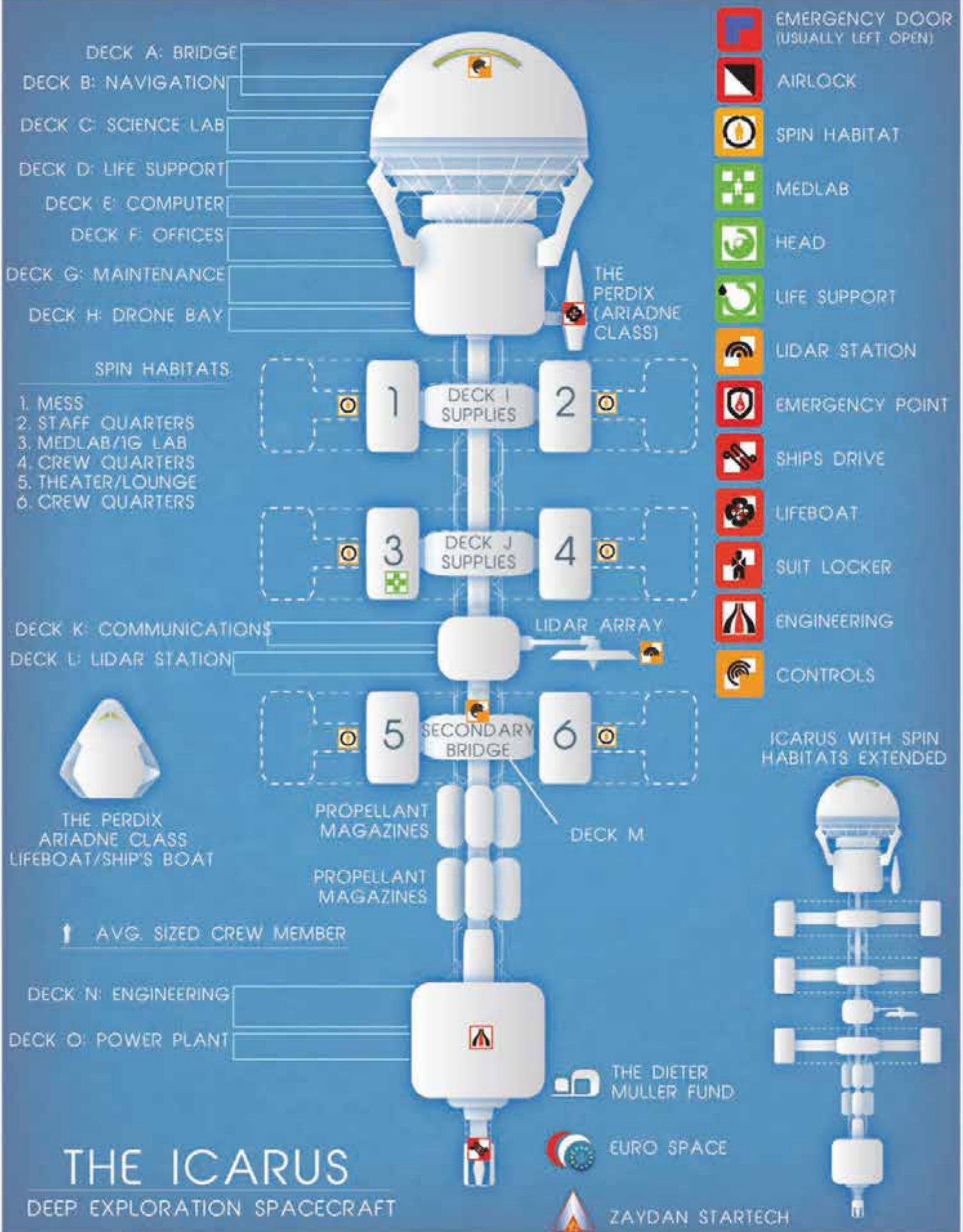
All Alone In The Crowded Silence

The *Icarus* is not alone in the dark. Other things move there too; ancient creatures that move between worlds on wings that catch impossible aetheric winds.

The void between the stars is not empty. Presences and entities beyond human comprehension wait and watch from the dark folds of nothing. These creatures have no name, and their existence is not life as human's know it. Thinner than mist or thought, they exist as a fix of static across a system screen, as a shiver down the nerves, as a shadow spreading at the edge of sight. But for all their incomprehensible nature they still think and perhaps dream in the long night of their strange lives. And into the airless realm that these creatures call home the *Icarus* glides unknowing.

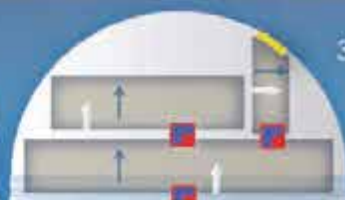
Perhaps it begins with dreams, long black stretches of screaming oblivion which seem to last for years, and from which the crew wake to find just the near silent hum of the ship as it glides further from the sun's light. Static errors and distortion start to manifest in the ships instruments; at first for brief moments, and then more and more often. Those that investigate these incidents begin to see patterns in the squalls of static and the screech of distortion. People start to change. Blood blooms at the edge of their eyes when they wake from sleep. People begin to do things that they cannot remember. Deliberate things. Things that change the course of the *Icarus*, to take it deeper into the void. Are they doing this because the creatures wish them harm, or is it simply that the presence of other types of consciousness are sending the crew insane?

Keeper's Notes: In this scenario the horror comes from a building sense of strangeness and dread created by a spiraling series of strange phenomenon, dreams, and ultimately the idea that they are trapped in a space *inside* a creature that they cannot see! Most of what happens should be rooted in the crew itself, both those controlled by the players and NPCs. Everything that is happening is happening inside people's heads, or because they are un-

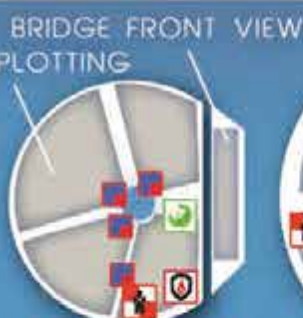




BRIDGE TOP VIEW
DECK A



CONTROL DECKS
SIDE VIEW
(ARROWS POINT 'UP')



BRIDGE FRONT VIEW
3D PLOTTING



ASTRONOMY



DECK D: LIFE SUPPORT
(AND RECYCLING)



DECK E:
COMPUTER



DECK F:
OFFICES
(& OBS. DECK)



DECK G:
MAINTENANCE



DECK H:
DRONE BAY



DECK I:
SHIP SUPPLIES



DECK J:
SCIENTIFIC
SUPPLIES



DECK K:
COMMS



DECK L:
LIDAR
STATION



DECK M:
SECONDARY
BRIDGE (& LIFE
SUPPORT)



SAMPLE VIEW
OF PROPELLANT
MAGAZINES &
CENTRAL CORRIDOR



DECK N:
ENGINEERING



DECK O:
POWER PLANT



COCKPIT

CENTRAL CABIN

ACCESS FROM
THE ICARUS
ON DECK H

THE PERDIX
(NOT TO SCALE)



MESS

STORE

HYDROPONICS



CAPTAIN'S
QUARTERS



LAB 5

TRIAGE

ISOLATION



LAB 6

GYM

LOUNGE



THEATER

GYM

LOUNGE



ACCESS IN
THE CEILING TO TUBE
TO THE CENTRAL CORRIDOR

der the influence of the invisible, invading entities. Who to trust and when, should be a constant question, and ultimately the players should begin to question whether they can trust themselves.

Haunter In The Black

The *Icarus* was not the first of its kind. All who have traveled on her to the edge of the Solar system know that other ships have taken man to Mars, and looped around Neptune. But this truth is a simple lie. There have been many other ships called *Icarus*, all sent to the edge of the light to look over into the dark. They never returned and are never talked of, their crews forgotten and their fates are never known. Now another *Icarus* is about to reach the limits of human exploration in space, and there it will discover both that there were others, and what became of them.

Twelve empty and lifeless ships sit in the vacuum within a few hundred meters of each other along the *Icarus*'s trajectory. Inside the vessels there are no corpses, no blood smears—just silence, deep and timeless. As the crew of the latest *Icarus* investigates, they begin to hear things. Things skittering on the hull, things creaking and flapping in the vacuum beyond the *Icarus*'s skin. Then one of the crew sees something when walking in the space between the dead craft: a shape drawn out of blackness within blackness, like a sculpture of a vast bird folded out of nothing. Was it real, and if it was, where is it now?

Keeper's Notes: This scenario is a simple case of the players being trapped with a monster. They must attempt to survive and escape. The monster is a Nightgaunt, one of several which skim the aetheric winds on the edge of Solar system. The horror in this scenario comes from placing the players in the position of vulnerability and desperation. What can they do to get away? What is the creature? Will it stop? Where is it? What did it do with the other crews? The fractious dynamics between the members of the crew can greatly add to this scenario. One person might seem to know more than others, and perhaps knew of the previous vanished missions. Others might be willing to do anything to save themselves, even if that means others will not survive.

And From Here To The End of All Things

There is an edge of things. The cosmos that humanity perceives, gazing at the stars, is nothing but a projection on the skin of reality, which is our prison. These are not metaphors. The Solar System is a sphere of reality suspended like a bauble in an abyss of Other. Perhaps it was created as a prison, perhaps it is a consequence of principles we cannot even begin to comprehend, and perhaps it is the jest of creatures whose passage through

the universe is the death scream of shattered reality. No matter the cause, the edge is there at the edge of the night. It is not a hard barrier but a zone of transition where what humanity perceives as reality and the Other bleed together. And it is into this zone of madness that the *Icarus* is going to pass. Time, perception, and physical laws are not fixed in this no-man's-land. Emotions and thoughts ring like tapped glass. Events begin to happen out of time order. Things begin to repeat, but never in exactly the same way twice. Creatures created from the substance of the subconscious seem real, and perhaps are. And all the while, the *Icarus* plunges deeper and deeper, further from the light of the sun and closer to what lies beyond.

Keeper's Notes: This scenario is a struggle for survival. Can the crew keep their sanity for long enough to turn the *Icarus* around before it is too late? The horror in this scenario comes from reality bending events: having an NPC start the same conversation several times, people on board the ship vanishing and no one remember that they ever existed, new crew appearing with the player characters having no idea who they are or where they are from. You could even describe players seeing things that no one else can see, such as strange patches of light, the fabric of the ship twisting out of shape, water behaving like a solid, and solid walls like gas. To add further drama, perhaps Mythos monsters drift about the ship, such as a colour out of space, or the mi-go come to silently watch the humans contend with the cosmic truth of existence. Lots of Sanity damage is key, as the players are literally trying to find a way out while their minds are falling apart and reality is dissolving.

Character Creation

For the most part, character creation is the same as for *Call of Cthulhu* 7th Edition, with the addition of some new occupations and skills.

Occupations

Each crewmember has an official designation, such as Captain, Lieutenant, Ship's Doctor, and so on. The designation usually refers to that person's skill specialism, however each crewmember has been trained in multiple skills to ensure a suitable breadth of capability for the mission.

Engineer

Skills: Electrical Repair, Electronics, Mechanical Repair, Science (Engineering), Spot Hidden, System Operations, Technical Repair, Zero-G.

Occupational Skill Points: EDU x 3 + DEX x 2

Medical

Skills: First Aid, Medicine, Psychology, Science (Biology), System Operations, Zero-G, plus choose two from: Electrical Repair, Mechanical Repair, Psychoanalysis, Science (Astronomy), Science (Chemistry), Science (Meteorology), Science (Physics), Technical Repair.

Occupational Skill Points: EDU x 4 + INT x 1

Navigator

Skills: Computer Maintenance, Navigate, Pilot (Icarus), Science (Astronomy), Science (Physics), System Operations, Zero-G, plus choose one from: Electrical Repair, Electronics, First Aid, Technical Repair, Mechanical Repair, Language (Other).

Occupational Skill Points: EDU x 4 + INT x 1

Scientist

Skills: Library Use, Science x 2 (any), System Operations, Zero-G, plus choose three from: Computer Maintenance, Electrical Repair, Electronics, First Aid, Mechanical Repair, Medicine, Language (Other), Navigate, Pilot (Icarus), Science (any), Technical Repair.

Occupational Skill Points: EDU x 4 + INT x 1

Systems Engineer

Skills: Computer Maintenance, Electronics, Science (Mathematics), Spot Hidden, System Operations, Zero-G, plus choose two from: Electrical Repair, First Aid, Navigate, Science (any), Technical Repair.

Occupational Skill Points: EDU x 4 + INT x 1

Skills

See the accompanying investigator sheet for Future Era investigators for a full list of the skills available for this setting. Where certain skills differ from standard *Call of Cthulhu*, and for new skills, details follow.

Computer Maintenance (05%)

Computer Maintenance essentially replaces the modern-day Computer Use skill, allowing the user to diagnose faults and repair computer systems and networks, this also includes the ability to program, rewrite, and diagnose faults in computer code. The user would probably be aware of a number of programming languages.

Note that for the use of and retrieval of information held, or processed by a computer, the Library Use skill is used rather than Computer Maintenance.

Opposing skill/Difficulty level:

- **Regular difficulty:** write and debug a computer program, diagnose a computer system error.
- **Hard difficulty:** discover or hack into a secure or hidden network without being traced.

Pushing examples: taking longer to develop a program; using unorthodox computer construction techniques; using untested software to exploit a system.

Sample Consequences of failing a Pushed roll: wiping the sought-after files; corrupting the system; leaving evidence or alerting others through your actions; unwittingly infesting the computer/network with a hybrid virus causing strange outputs from both hard and software.

Electronics (01%)

Includes the ability to configure and disable door locks, construct and repair electronic devices (such as scanners, computer systems (in conjunction with Technical Repair)), and communications equipment.

Firearms (Electrical) (25%)

A catchall specialization skill for futuristic firearms, such as handheld pulse, plasma, or particle beams. Skill points should be invested in either a pistol or rifle sub-specialization, thus a person may have either, or both, Firearms (Electrical)-Pistol or Rifle.

Sample Energy Weapons

It is left to the Keeper to determine whether the *Icarus* carries firearms. The mission is foremost one of discovery, however a small supply of weapons could conceivably be stored for security purposes, or a weapon (traditional or futuristic) could be smuggled on by a crewmember.

	Damage	Range	Uses per Round	Charge	Malfunction
Pulse Beam Pistol	2D6	15 yards	1	10 shots	93
Pulse Beam Rifle	3D6+2	30 yards	1	10 shots	93

Library Use (20%)

As noted under Computer Maintenance, the Library Use skill includes the accessing, search, and retrieval of electronically stored information held on ship's computers and other portable devices.

System Operations (SysOps) (10%)

A catchall skill used for the smooth running of ship operations and systems. The user can understand, operate, configure, diagnose, and repair ship systems, such as life-support, engines, and security.

Opposing skill/Difficulty level:

- **Regular difficulty:** operate and maintain a ship's system, recode access locks.
- **Hard difficulty:** disable a system whilst under pressure of time (taking shortcuts), configure a system to operate beyond normal or safe limits.

Pushing examples: taking more time; referring to the operator's manual; pressing random buttons and hoping for the best.

Sample Consequences of failing a Pushed roll: inadvertently turn-off the air-supply; eject the engine core; turn-up the heat in the food storage and spoil all of the food.

Technical Repair (01%)

This skill deals with the maintenance and repair of complex machinery beyond the scope of skills like Mechanical or Electrical Repair. The user can diagnose hardware faults, build and repair devices, such as pulse beam weaponry and computers, as well as maintain, jury-rig, and repair ship's system hardware.

Opposing skill/Difficulty level:

- **Regular difficulty:** Maintain ship's engines within normal parameters, repair or jury-rig a charge for a pulse beam pistol.
- **Hard difficulty:** Build a computer from scratch under the pressure of time, jury-rig a pulse beam pistol from non-standard parts.

Pushing examples: taking more time; referring to the operator's manual; using unorthodox components or techniques.

Sample Consequences of failing a Pushed roll: blow-up the engines; the pistol explodes when the trigger is pressed; inadvertently cause a serious fault in a system other than one being worked on.

Zero-G (05%)

The user is trained for survival, movement, and operation within zero gravity environments; able to perform tasks, utilize equipment designed for such environments, and maintain and care for space suits.

When undertaking specialized tasks in zero-g, such as repairing the outer hull of a ship, the Keeper may request a combined skill roll (e.g. rolling under both Zero-G and Technical Repair).

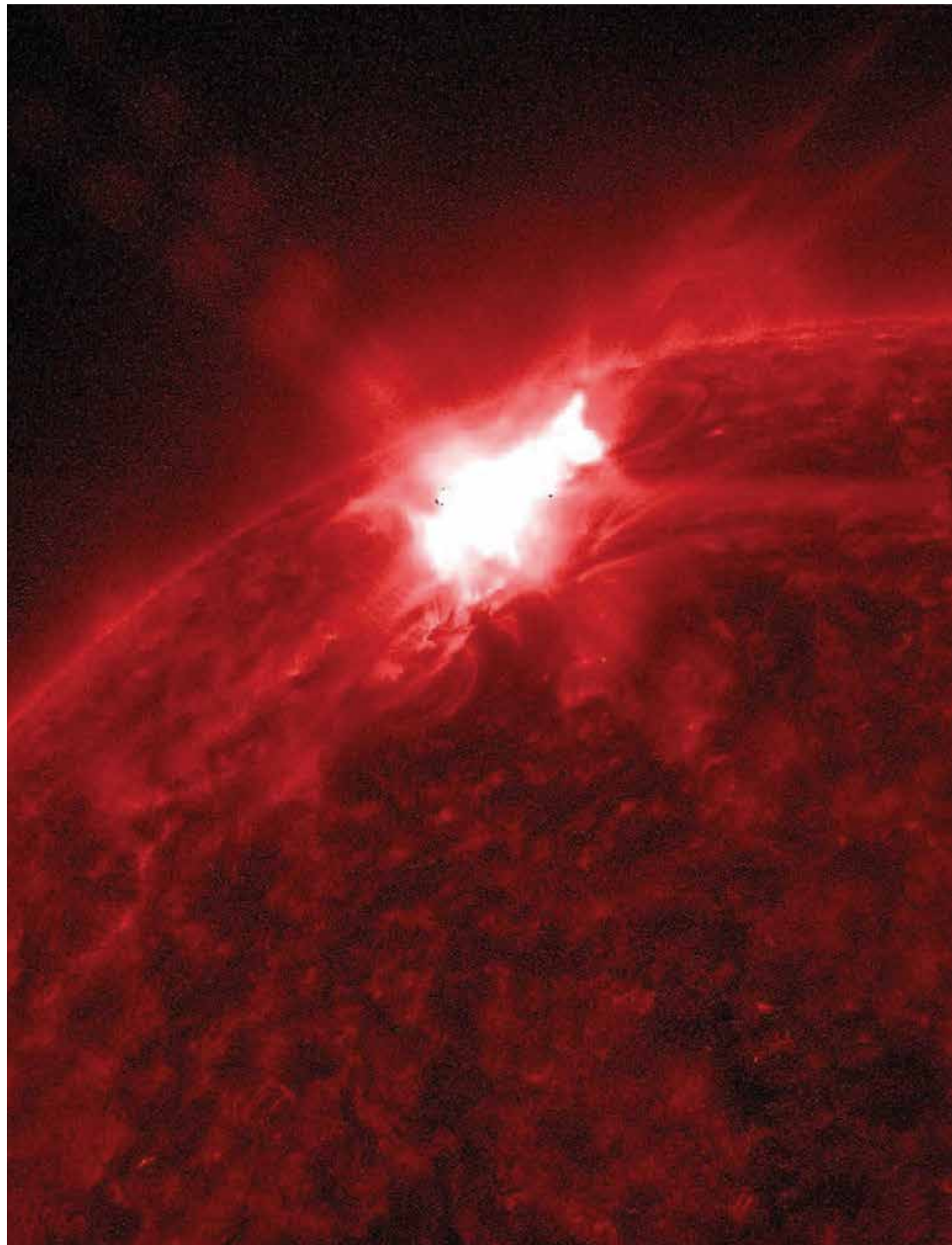
When engaged in hand-to-hand combat in a zero-g environment, the Zero-G skill is used instead of Fighting (Brawl).

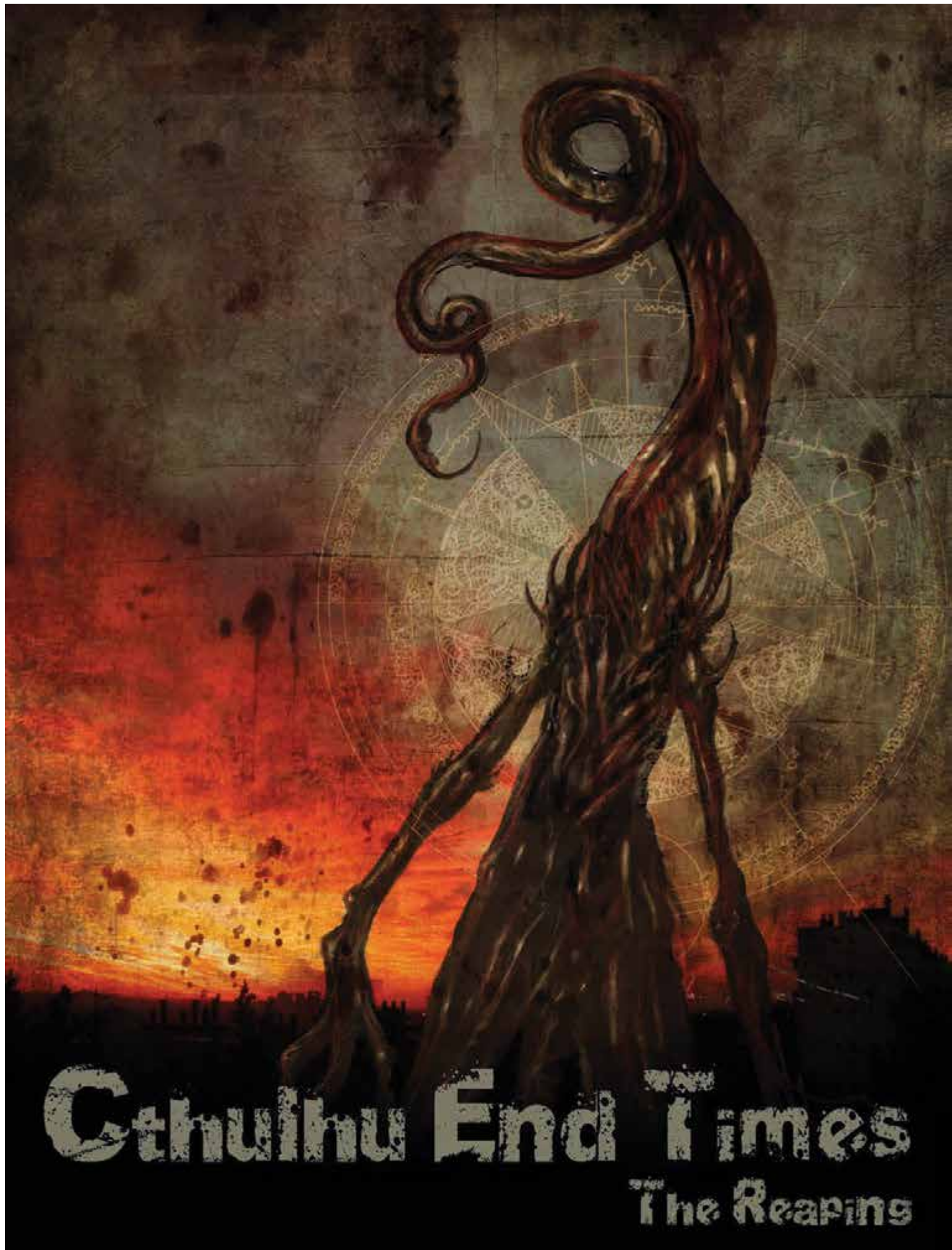
Opposing skill/Difficulty level:

- **Regular difficulty:** Maneuver oneself in zero-g to a desired location/position, punching someone in space.
- **Hard difficulty:** Positioning oneself in zero-g whilst the ship is exploding around you, repairing a space suit whilst in a vacuum.

Pushing examples: taking more time; utilizing the momentum of another.

Sample Consequences of failing a Pushed roll: cause damage to yours or another's space suit; career off into space; damage a part of the ship.





Cthulhu End Times

^{and}
The Reaping

CTHULHU END TIMES

The Reaping

*The Old Ones were, the Old Ones are,
and the Old Ones shall be.*

- H.P. Lovecraft, "The Dunwich Horror"

The Apocalypse, Judgment Day, call it what you will. The civilization of humankind is at an end. The stars are right and the Great Old Ones and their kin have awoken to take back what once was theirs. Like festering, malignant growths, these monstrosities have turned the planet into a charnel pit of madness and death. Will humankind succumb to the infection, eventually to waste away into nothingness?

There are some who would fight to retain their humanity. This is their tale.

The Reaping is a setting for *Call of Cthulhu*, dropping your players into a future where civilization has collapsed and elder horrors stride the planet. Consider this one possible vision of the End Times; there are many others...

The core of this setting is Earth. The stories concern survival and the fight back by small groups of humans who have not, as yet, been crushed into submission, insanity, or death by the arrival of the reawakened Old Ones.

How To Use This Setting

In the end, it's not the years in your life that count.

It's the life in your years.

—Abraham Lincoln

This setting takes place in the days following the rise of the Great Old Ones. Anywhere on Earth is good: a devastated middle America, relatively untouched by the colossal storms and tsunamis that destroyed the coasts; a fire-blazed Europe, amid the smoking ruins of a city; onboard a ship which somehow navigated to a remote and, as yet, untouched island chain. All these possibilities and more are at your disposal.

The lucky ones died first. Those that remain are under the thrall of the cults and their great masters. Yet there are some who escaped from the cults, or who steered clear of the dead cities where strange and horrific monsters now lurk. The core of the setting is about survival and fighting back against insurmountable odds. Scenarios should

focus on the personal journeys of the survivors and their attempts to carve a life free of the horrors of the Mythos. The search for truth and knowledge could also be a key factor, with the survivors piecing together the means to both endure and find a way to free themselves. Perhaps they seek for knowledge of how to banish the Great Old Ones, searching out ancient texts and lore suggesting that certain rituals and sacrifices may restore a time when the monsters slept. Perhaps the remnants of humanity strive to find a way off the planet, to abandon the Earth in the hope of a new home in another place or time.

What is certain is that unless the survivors *do something* then all is lost and humankind will be forgotten, probably not even a proverbial footnote in history. Games in this vein are about the hope of a different future, the will to challenge the cosmos, and stand resolute in the face of a mocking universe. Such stories are writ large on the pages of human history; of the few who found some form of victory despite the odds. These stories are about building humanity's legacy through the personal tales of those who chose to rage against the dying of the light.

What follows are some background setting notes for inspiration, three possible scenario types, and details on occupations and skills suitable for *The Reaping*.

Timing

When and where you choose to base *The Reaping* is your prerogative as the Keeper. The era of *The Reaping* could take place at any historical or future point. A published scenario might be the trigger: in 1928/9 a group of investigators fail to stop the rising of R'lyeh and Cthulhu strides forth, using strange magics to twist reality to his will, making the stars right (see *The Shadows of Yog-Sothoth* for details). Or in 1926, investigators are unable to prevent the opening of the Great Gate, empowering Nyarlathotep to awaken the sleeping, undying Great Old Ones (see *The Masks of Nyarlathotep* for details). You may prefer to set the end of the world in more contemporary, modern times, perhaps just a handful of years into the future. Setting the game "now" means that it will be easier to imagine details like available technology, and so

on. Alternatively, further into the future might suit your needs, making the total environment of the game more alien and unfamiliar for your players.

The following setting material is based on the premise that the end of civilization takes place in the early twenty-first century, a few years ahead of where we are now—use this as you will, and adapt it if you want your games to be based in a different timeframe.

A World Destroyed

The Earth screamed in pain as the Old Ones woke up. Earthquakes ripped the land and tsunamis washed away the coasts. The lifeblood of Gaia spilled forth as volcanoes and mighty calderas vomited lava and pyroclastic flows. Storms of unbelievable magnitude tore flesh from bones, as lightning ignited fires that raged unchecked.

The sun is rarely seen; a pale yellow-red glow sometimes perceived through the dark skies that seem to sheath the world in a blanket of eternal twilight. The remnants of humanity have clung to the ashes, hiding and waiting where they could. Waiting for someone to come and put the world back together. Waiting for anyone who could make sense of a world turned upside down.

It was not long before the cults appeared; bands of survivors who professed to know what had happened and why. Their leaders seemed to understand, saying only the chosen had survived the Great Purge and humanity had been called to account by the Old Ones. The Old Ones were the true rulers of the planet and humanity's task was now to serve these living gods. Those who opposed the new order were the enemies of humanity and would be unworthy to live in the new paradise. The cults sent forth gangs of the crazed and murderous to root-out those who had not come forward to serve their new masters. Any who opposed the cults and their leaders were used as slave labor or sacrificed to the new gods of humanity.

And then the monsters came. Alien terrors descended from the skies to pick-over the skeleton of the Earth, while the coasts were invaded by fish-man-like creatures that seemed to simply walk out of the ocean's depths. Between the monsters and the cults, those few humans who managed to avoid capture or death made their way to outposts of sanity, or lived day to day in an awful game of cat and mouse.

The Outposts

The outposts are a collective name for the isolated and remote enclaves of sanity in a world gone mad. Here the cults do not hold sway and what's left of the sane work together to survive. Each outpost is different and often strives for different goals; some wish to remain hidden and isolated, some try to establish communication and links with other outposts, some seek to find a way to

turn back the clock and send the Old Ones back to their tombs, while others exist simply to fight and take down as many cultists and monsters as they can. All know the odds are stacked against them, but the desire to live burns strong in their hearts.

Ever watchful of cult infiltrators and those who would succumb to madness, life in the outposts is a day-to-day struggle with paranoia. Trust is hard to come by and can only be earned through deed and action.

Some prefer not to rely on the outposts, thinking of them as easy targets. Instead, small groups of survivors cut their own path through this blackened world, seeking tools and knowledge to barter and trade. Some seek a path to redemption, providing aid to others as if through small acts of kindness they can find and make restitution for the sins of humankind. Others seek out a place known only as the "Orchard," where it is said safety can be found.

Rage Against the Dying of the Light

Brave and steadfast souls, gathered in camaraderie, are all that stand opposed to the return of the Great Old Ones. For them there can be no rest, no remittance from the darkest of days. As one band falls, there is always another ready to hear the call for freedom or revenge.

Here are three possible plots for the Keeper to explore with this setting.

Seekers of the Ancient Lore

Word has come of a book that can change things. Within its brittle pages are said to be the lore of the Elders, containing a means to end the rule of the Old Ones and send them back to voids from which they came. The book has many names and there are many false books, each held precious by their current owners. Seeking out the true book would be a long and dangerous task. Tales speak of the book being held by a cult leader, others that it is was cast aside and now lies moldering at the feet of a living god.

Keeper's Notes: This style of game is all about secrets. The survivors must travel to different outposts, infiltrate cultist holdings, possibly even venture into places where monsters lurk, to find information and uncover books of power. The magic of the Mythos is very real, untethered and unbound at the rising of the Great Old Ones, and the survivors are likely to begin to piece together ancient lore from the information they gather; perhaps allowing them to master its use in their on-going quest. Paranoia would play an important role in such games, as the acquisition

of Mythos knowledge becomes a knife-edge of sanity and madness. He who knows the secrets of the cosmos is liable to become twisted by it, taking them nearer to the point when they snap and turn from potential savior of humankind into a true believer and follower of the Old Ones.

Escape to Freedom

The road will be long and dangerous. The path uncertain, and there will be many obstacles. At the end of the journey lies the hope of a new tomorrow, a place of sanctuary, and where the monsters and cults cannot tread. Seeking the “Orchard,” the survivors must endure hardship; forced to scavenge for meager supplies, attempting to weave a path through decayed urban sprawl and wilderness choked by poison and the weird energies released by the Old Ones. Each step on the path brings is one closer to salvation, yet also closer to the ever-present risk of discovery by cultist slavers, unspeakable monsters, and other, more terrifying things that dwell in the ashes of this world.

Keeper’s Notes: The game is about exploration and discovery. Risk, traps, and strange encounters are likely. Is the Orchard a myth? A fairy tale told around campfires to kindle hope in a world where hope is all but dead? Does sanctuary mean escape from the Earth? A gateway to another realm, time, or planet? Or is it just another trap, an elaborate ambush for the unwise and unwary? The survivors will need to think on their feet, make tough decisions; relying only on themselves to find the means to live another day and take the next step on their path.

Take the Fight to the Enemy

No more. Despite the horror, the devastation, and losses, it is time to stop running. If this is humankind’s final hours then there is only one question remaining: how will you go out? Scared and hiding like some wounded animal? Or will you stand up and take the fight to those who laughed as civilization burned? No more running. Time to fight and take as many down as you can before your flame is extinguished too. You are not alone, for there are others who think like you, others who are sick of the taste of ashes. Together, you will show the cults that they don’t stand unopposed, and that there can be no mercy for the ones who lit the match to humanity’s future.

Keeper’s Notes: Desperate tactics, chases, and combat are the hallmark for this type of plot. Seeking out trouble, leads the survivors into dark and unfamiliar places. They will meet human and inhuman foes regularly, testing both their physical and mental capacity. Some will fall, only to be replaced by those drawn to this group of freedom fighters like moths to a flame. Perhaps early successes turn the eyes of the cults upon them, turning the hunters into the hunted. Some outposts will welcome

them as heroes; others are likely to turn them away in fear that their presence will draw unwanted attention and the wrath of the Old Ones.

Character Creation

For the most part, character creation is the same as for *Call of Cthulhu* 7th edition, with the addition of some new occupations and skills.

Occupations

In theory, any of the standard occupations listed in the *Call of Cthulhu Rulebook* and *Investigator Handbook* will be fine for this setting, as everyone had a “normal” life before the end came. Keepers may wish to allow players to also invest occupation points in the Scavenge skill (see following) to address that, as survivors, each of them must already have a certain ability in this skill.

In addition to the standard occupations, here are some possible optional occupations suitable for *The Reaping*.

Healer (Cunning Man/Woman)

A merging of traditional remedies and “lost world” science give cunning men and women valuable and sought after skills.

Skills: First Aid, History, Medicine, Natural World, Psychoanalysis, Scavenge, Survival (any), one from Charm, Fast Talk, Intimidate, or Persuade.

Occupational Skill Points: $\text{EDU} \times 2 + \text{INT} \times 2$

Linker (Postman)

Linkers, or postmen as they are sometimes known, gather and carry the news between outposts.

Skills: Climb, Disguise, Fighting (any) or Firearms (any), Library Use, Natural World, Scavenge, Stealth, Survival (any).

Occupational Skill Points: $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{INT} \times 2)$

Lore Seeker (Man/Woman of Letters)

Skills: Cthulhu Mythos*, History, Language (any), Library Use, Medicine, Occult, Science (any), Spot Hidden.

Occupational Skill Points: $\text{EDU} \times 4$

*May invest a maximum of 40 occupation points into this skill (reduce current Sanity accordingly).

Meat Grinder (Pugilist)

Meat Grinders are adept at combat. They are prized by some cults and forced into gladiatorial fights for the enjoyment of the slave masters. Not many live long.

Skills: Dodge, Fighting (Brawl), Fighting (any weapon), Firearms (any), Intimidate, Scavenge, Sleight of Hand, Survival (any).

Occupational Skill Points: $\text{EDU} \times 2 + \text{STR} \times 2$

Scavenger (Rubble Diver)

Rubble divers sift the ashes of burned cities looking for items to barter.

Skills: Appraise, Climb, Disguise, Listen, Locksmith, Scavenge, Spot Hidden, one from Charm, Fast Talk, Intimidate, or Persuade.

Occupational Skill Points: $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{APP} \times 2)$

Stalker (Huntsman)

Hunter-gatherers, stalkers hunt food and stockpile it, either for themselves or to sell. Sometimes it is better not to ask what kind of meat it is that you are eating.

Skills: Animal Handling, Appraise, Climb, Fighting (any) or Firearms (any), Listen or Spot Hidden, Natural World, Stealth, Track.

Occupational Skill Points: $\text{EDU} \times 2 + (\text{DEX} \times 2 \text{ or } \text{STR} \times 2)$

Skills

See the accompanying sheet for End Times investigators for a full list of the skills available for this setting. Where

certain skills different from standard *Call of Cthulhu*, and for new skills, details follow.

Appraise (05%)

Works exactly the same as per the standard definition of the skill except it also includes any remnant items, devices, and so on that would be considered “useful” in a post apocalyptic world—their relative worth in comparison to other objects or equipment. Useful when determining if you are being ripped-off.

Credit Rating (00%)

Credit Rating works as per the standard definition of the skill except that money is worthless in the End Times, and the skill’s rating now refers to the more abstract ownership of assets—valuable commodities—such as good clothing, access to (working) equipment, and useful items (such as powered batteries, gasoline, and so on).

Look up the investigator’s Credit Rating on the following table to determine a survivor’s Assets.

Cthulhu Mythos (10%)

Optional: Allow survivors to begin the game with 1D10 points in Cthulhu Mythos. It is likely that most will have learned some knowledge of the Mythos, either from first hand encounters or tales told from other survivors. Reduce current Sanity by an according amount.

Optional: Firearms (Electrical) (25%)

An optional skill if The Reaping is set in a far future setting.

Credit Rating and Barter Assets

Credit Rating	Barter Assets
Penniless (CR 0 or less)	None – just the clothes on your back and the weapon in your hand.
Poor (CR 1-9)	Couple of sets of clothes, 1D4 small value assets (knife, half powered battery, etc.)
Average (CR 10-49)	Decent carry bag, 1D3 hand weapons, 1 firearm and limited bullets, 1D6+2 small and medium value assets (full power batteries, car battery, tins of food, etc.).
Wealthy (CR 50-89)	Cache of assets, 1D6 hand weapons, 1D4 firearms and plenty of bullets, 1D10+10 small to large value assets (some gasoline, a vehicle, luxury clothing, walkie-talkie, etc.)
Rich (CR 90-98)	Multiple caches of assets, 1D10+10 hand weapons, 1D10+10 firearms, 3D10+30 small to large value assets (multiple vehicles, tanks of gasoline, luxury items, working computer)
Super Rich (CR 99)	Whatever they want (weapons armory, cars, a gas station, hi-tec weapons, a tank, etc.)

A catchall specialization skill for futuristic firearms, such as pulse rifles. Skill points should be invested in either a pistol or rifle sub-specialization, thus a person may have either, or both, Firearms (Electrical)-Pistol or Rifle.

Sample energy weapons can be found in **Chapter 7: Cthulhu Icarus**.

Scavenge (15%)

The instinct, wherewithal, and ability to spot useful items and assets amidst the wreckage of civilization. May be used instead of Spot Hidden when specifically searching for assets, and may be used instead of a Luck roll to determine if useful items are nearby (such as a weapon or improvised weapon).

Optional: A higher level of success than what is required provides the scavenger with a better quality or rarer item.

Opposing skill/Difficulty level:

- **Regular difficulty:** find small to medium value assets.
- **Hard difficulty:** find high value assets, find assets in the wilderness.

Pushing examples: taking more time; doubling back, throwing yourself down into the dark pit instead of just reaching down.

Sample Consequences of failing a Pushed roll: cause rubble or something suitably heavy to fall on you; make a noise alerting others to your presence; trigger a trap.

Persuade

Works exactly the same as per the standard definitions of the skill. Note that Persuade is used for bartering assets, to haggle the price of an item or service down. If successful, the seller is thoroughly convinced that they have struck a good deal.

Survival (Urban) (10%)

A specialization suited to surviving in the ruins of cities and towns, allowing the user to purify water, determine structural and environmental hazards, and so on. A skill essential for staying alive.

Tech Repair (01%)

This skill deals with the maintenance and repair of complex machinery beyond the scope of skills like Mechanical or Electrical Repair. The user can diagnose hardware faults, build, and repair complex devices such computers, communications devices, and so on (assuming they have access to a power source).

Opposing skill/Difficulty level:

- **Regular difficulty:** Repair or jury-rig a basic device like a walkie-talkie, repair a computer.
- **Hard difficulty:** Build a computer from scratch, work under the pressure of time.

Pushing examples: taking more time; referring to manuals; using unorthodox components or techniques.

Sample Consequences of failing a Pushed roll: inadvertently cause a serious fault that makes the information gained incorrect; the device blows-up or harms the user in some way; the trap or alarm fails to go off when the monsters arrive.

Hardened Sanity

In an insane world where madness reigns, those who have managed to survive so far can be expected to be somewhat mentally hardened to the general weirdness and horror.

- Halve all Sanity losses and ignore Sanity loss for viewing human and animal corpses.
- Once a survivor has become immune to further Sanity loss from seeing a particular Mythos monster ignore the rule about reducing their immunity by one point per investigator development phase—the survivor is now permanently immune from suffering further Sanity loss from this type of monster (see **Getting Used To The Awfulness**, page 169 , *Call of Cthulhu Rulebook*).

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

STR		DEX		POW	
CON		APP		EDU	
SIZ		INT		Move	
		Idea		Rate	

HIT POINTS	Major Wound		Max HP			
	Dying	00	01	02		
	Unconscious	03	04	05		
	06	07	08	09	10	
	11	12	13	14	15	
	16	17	18	19	20	

Temp. Insane	Indef. Insane	Start	Max	Insane	01	02	03	04	05	06	07											
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

LUCK	Out of Luck																		01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30		
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53		
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76		
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99		

Max MP				
00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

☐ Accounting (10%)	☐	☐	☐	☐ Other Language (01%)	☐	☐ Sleight of Hand (25%)	☐								
☐ Animal Handling (05%)	☐	☐	☐	☐	☐	☐ Spot Hidden (25%)	☐								
☐ Appraise (05%)	☐	☐ First Aid (30%)	☐	☐ Own Language (EDU)	☐	Status (00%)	☐								
☐ Art / Craft (05%)	☐	☐ Insight (05%)	☐	☐ Persuade (15%)	☐		☐								
☐	☐	☐ Intimidate (15%)	☐	☐ Pilot Boat (01%)	☐	☐ Stealth (10%)	☐								
☐	☐	☐ Jump (25%)	☐	☐ Ranged Weapons	☐	☐ Swim (25%)	☐								
☐ Charm (15%)	☐	☐ Library Use (05%)	☐	☐	☐	☐ Throw (25%)	☐								
☐ Civics (10%)	☐	☐ Listen (25%)	☐	☐	☐	☐ Track (10%)	☐								
☐ Climb (20%)	☐	☐ Medicine (01%)	☐	☐ R&W Language (01%)	☐	☐	☐								
Cthulhu Mythos (00%)	☐	☐ Natural World (20%)	☐	☐	☐	☐	☐								
☐ Dodge (half DEX)	☐	☐	☐	☐ Repair/Devise (20%)	☐	ARMOR <table border="1" style="width: 100%;"> <thead> <tr> <th style="width: 50%;">Armor Type</th> <th style="width: 50%;">Value</th> </tr> </thead> <tbody> <tr> <td> </td> <td> </td> </tr> <tr> <td>Shield Type</td> <td>Dmg/Arm</td> </tr> <tr> <td> </td> <td> </td> </tr> </tbody> </table>		Armor Type	Value			Shield Type	Dmg/Arm		
Armor Type	Value														
Shield Type	Dmg/Arm														
☐ Drive Horse/Oxen (20%)	☐	☐ Navigate (10%)	☐	☐ Ride Horse (05%)	☐										
☐ Empire (25%)	☐	☐ Occult (05%)	☐	☐ Science (01%)	☐										
☐ Fast Talk (05%)	☐	☐ Other Kingdoms (10%)	☐	☐	☐										
☐ Fighting (Brawl) (25%)	☐	☐	☐	☐	☐										

Armor Type	Value
Shield Type	Dmg/Arm
	/
	/

[illegible]

Damage Bonus	
Build	
Dodge	

Traits _____

Injuries & Scars _____

Phobias & Manias _____

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities _

CASH & ASSETS

Cash

Assets

Skill & Characteristic Rolls

Pushing Rolls: Must justify reroll: Cannot Push Combat or Sanity Rolls

First Aid heals 1HP: Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Char.	Player
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Char.	Player
-------	--------

Char. _____
Player _____

Char.	Player
-------	--------

Char.	Player
-------	--------

Char.	Player
-------	--------

Char.	Player
-------	--------

Char.	Player
-------	--------

Me

Traits _____

Injuries & Scars _____

Phobias & Manias _____

Arcane Tomes, Spells & Artifacts _____

Encounters with Strange Entities

Cash & Assets

Cash

Assets

Skill & Characteristic Rolls

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

First Aid heals 1HP: Medicing heals +1d3 HP

Reach 0 HP without Major Wound = **Unconscious**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1 HP per day

Natural Heal rate (Major Wound): weekly healing roll

Char.	
Player	

Char.	Player
-------	--------

Char.	
Player	

Char...
Player

me

Char.	Player
-------	--------

Char.	
Player	

Char.	
Player	

Char.	
Player	

KELANDIK INVESTIGATOR

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR		DEX		POW	
CON		APP		EDU	
SIZ		INT		Move Rate	

MAJOR WOUND		Max HP		TEMP. INSANE		INSANE		Start		Max		Insane	01 02 03 04 05 06 07	SANITY
HIT POINTS	Dying	00	01 02	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30	31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99							
	Unconscious	03 04 05												
	06 07 08 09 10													
	11 12 13 14 15													
16 17 18 19 20														

CALL OF CTHULHU

LUCK	Out of Luck																			01 02 03 04 05 06 07	ARMOR POINTS
	08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30																			00 01 02 03 04	
	31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53																			05 06 07 08 09	
	54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76																			10 11 12 13 14	
	77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99																			15 16 17 18 19	
																			20 21 22 23 24		

SKILLS

☐ Animal Handling (15%)	☐ Insight (05%)	☐ Other Language (00%)	☐ Spot Hidden (25%)
☐ Art / Craft (05%)	☐ Intimidate (15%)	☐ Own Language (EDU)	Status (00%)
☐ _____	☐ Jump (25%)	☐ Persuade (15%)	☐ Stealth (20%)
☐ _____	☐ Law (10%)	☐ Pilot Boat (01%)	☐ Swim (25%)
☐ Appraise (05%)	☐ Listen (25%)	☐ Prophecy (00%)	☐ Throw (25%)
☐ Charm (15%)	☐ Literacy (00%)	☐ Ranged Weapons	☐ Track (10%)
☐ Climb (20%)	☐ _____	☐ Regional Knowledge (half INT)	☐ _____
Cthulhu Mythos (00%)	☐ Medicine (01%)	☐ Ride (05%)	☐ _____
☐ Dodge (half DEX)	☐ Natural World (20%)	☐ Second Sight (00%)	☐ _____
☐ Fast Talk (05%)	☐ Navigate (10%)	☐ Skiing (25%)	☐ _____
☐ Fighting (Brawl) (25%)	☐ Occult (05%)	☐ Sleight of Hand (25%)	☐ _____
☐ _____	☐ _____		
☐ _____	☐ _____		
☐ First Aid (30%)	☐ _____		

ARMOR

ARMOR TYPE	VALUE
SHIELD TYPE	PAQ/ARMOR
	/
	/

WEAPONS

WEAPON	REGULAR	HARD	EXTREME	DAMAGE	RANGE	ATTACKS	ARMOR	MALE
Unarmed				1d3 - db	-	1	-	-

COMBAT

Damage Bonus	
Build	
Dodge	

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

Char.
Player

ME

1890S ERA INVESTIGATOR

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

CHARACTERISTICS

STR DEX POW
 CON APP EDU
 SIZ INT Move Rate

Major Wound	Max HP	Temp. Insane	Indel. Insane	Start	Max	Insane	01	02	03	04	05	06	07	SANITY
Dying	00	01	02	08	09	10	11	12	13	14	15	16	17	
Unconscious	03	04	05	31	32	33	34	35	36	37	38	39	40	
06	07	08	09	10	54	55	56	57	58	59	60	61	62	
11	12	13	14	15	77	78	79	80	81	82	83	84	85	
16	17	18	19	20	90	91	92	93	94	95	96	97	98	

CALL of CTHULHU

LUCK	Out of Luck																				01	02	03	04	05	06	07	MAGIC POINTS
	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24											
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47											
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70											
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92												
	93	94	95	96	97	98	99	00	01	02	03	04	05	06	07	08	09											

SKILLS

☐ Accounting (05%)		☐ Fast Talk (05%)		☐ Law (05%)		☐ Science (01%)	
☐ Animal Handling (05%)		☐ Fighting (Brawl) (25%)		☐ Library Use (20%)		☐	
☐ Anthropology (01%)		☐		☐ Listen (20%)		☐	
☐ Appraise (05%)		☐		☐ Locksmith (01%)		☐	
☐ Archaeology (01%)		☐ Firearms (Handgun) (20%)		☐ Mech. Repair (10%)		☐	
☐ Art / Craft (05%)		☐ Firearms (Rifle/Shotgun) (25%)		☐ Medicine (01%)		☐	
☐		☐		☐ Natural World (10%)		☐	
☐		☐ First Aid (30%)		☐ Navigate (10%)		☐	
☐ Charm (15%)		☐ History (05%)		☐ Occult (05%)		☐	
☐ Climb (20%)		☐ Intimidate (15%)		☐ Op. Hv. Machine (01%)		☐	
Credit Rating (00%)		☐ Jump (20%)		☐ Persuade (10%)		☐	
Cthulhu Myths (00%)		☐ Language (Other) (01%)		☐ Pilot (01%)		☐	
☐ Disguise (05%)		☐		☐		☐	
☐ Dodge (half DEX)		☐		☐ Psychology (10%)		☐	
☐ Drive Carriage (20%)		☐ Language (Own) (EDU)		☐ Ride (05%)		☐	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

Build

Dodge

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Me

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Dreamlands Investigator

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Residence _____
 Birthplace _____

Characteristics

STR DEX POW
 CON APP EDU
 SIZ INT Move
 Idea Rate

Major Wound

Max HP

Temp. Insane

Indef. Insane

Start

Max

Insane 01 02 03 04 05 06 07

SANITY

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

Max MP

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Out of Luck 01 02 03 04 05 06 07

MAGIC POINTS	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

Skills

- | | | | |
|---|---|--|--|
| ☐ Accounting (05%) | ☐ Drive Auto (20%) | ☐ Language (Own) (EDU) | ☐ Ride (05%) |
| ☐ Anthropology (01%) | ☐ Elec Repair (10%) | ☐ Law (05%) | ☐ Science (01%) |
| ☐ Appraise (05%) | ☐ Fast Talk (05%) | ☐ Library Use (20%) | ☐ |
| ☐ Archaeology (01%) | ☐ Fighting (Brawl) (25%) | ☐ Listen (25%) | ☐ |
| ☐ Art / Craft (05%) | ☐ | ☐ Locksmith (01%) | ☐ Sleight of Hand (10%) |
| ☐ | ☐ | ☐ Mech. Repair (10%) | ☐ Spot Hidden (25%) |
| ☐ | ☐ Firearms (Handgun) (20%) | ☐ Medicine (01%) | ☐ Stealth (20%) |
| ☐ Charm (15%) | ☐ Firearms (Rifle/Shotgun) (25%) | ☐ Natural World (10%) | ☐ Survival (10%) |
| ☐ Climb (20%) | ☐ | ☐ Navigate (10%) | ☐ Swim (20%) |
| ☐ Credit Rating (00%) | ☐ First Aid (30%) | ☐ Occult (05%) | ☐ Throw (20%) |
| ☐ Cthulhu Mythos (00%) | ☐ History (05%) | ☐ Op. Hv. Machine (01%) | ☐ Track (10%) |
| ☐ Disguise (05%) | ☐ Intimidate (15%) | ☐ Persuade (10%) | ☐ |
| ☐ Dodge (half DEX) | ☐ Jump (20%) | ☐ Pilot (01%) | ☐ |
| ☐ Dreaming (fifth POW) | ☐ Language (Other) (01%) | ☐ Psychoanalysis (01%) | ☐ |
| ☐ Dream Lore (half Cthulhu Mythos) | ☐ | ☐ Psychology (10%) | ☐ |

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed				1d3 + db		1		

Combat

Damage Bonus

Build

Dodge

Backstory



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

Gear & Possessions

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

Cash & Assets

Spending Level _____

Cash _____

Assets _____

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 1/2 skill	Extreme 1/3 skill	Critical 01
-------------------	-----------------	--------------------	-------------------	----------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

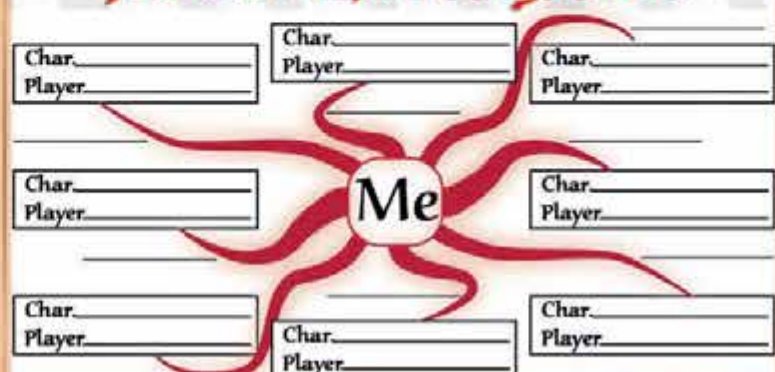
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators



Future Era Investigator

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Assignment _____
 Birthplace _____

Characteristics

STA DEX POW
 CON APP EDU
 SIZ INT Move Rate

Major Wound Max HP

HIT POINTS	Dying	00	01	02
	Unconscious	03	04	05
	06	07	08	09
	11	12	13	14
	16	17	18	20

Temp. Insane Indef. Insane Start Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	SANITY
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	

CALL of CTHULHU

Out of Luck

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Max MP

00	01	02	03	04	MAGIC POINTS
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

Skills

☐ Accounting (05%)	☐ Electronics (01%)	☐ Law (05%)	☐ Read Lips (01%)
☐ Appraise (15%)	☐ Fast Talk (05%)	☐ Library Use (20%)	☐ Science (01%)
☐ Archaeology (01%)	☐ Fighting (Brawl) (25%)	☐ Listen (20%)	☐
☐ Art / Craft (05%)	☐	☐ Locksmith (01%)	☐
☐	☐	☐ Mech. Repair (10%)	☐ Sleight of Hand (10%)
☐ Charm (15%)	☐ Firearms (Handgun) (20%)	☐ Medicine (01%)	☐ Spot Hidden (25%)
☐ Climb (20%)	☐ Firearms (Electrical) (25%)	☐ Natural World (10%)	☐ Stealth (20%)
☐ Computer Maint. (05%)	☐	☐ Navigate (10%)	☐ Survival (10%)
☐ Credit Rating (00%)	☐ First Aid (30%)	☐ Occult (05%)	☐ SysOps (10%)
☐ Cthulhu Mythos (00%)	☐ History (05%)	☐ Op. Hv. Machine (01%)	☐ Tech Repair (01%)
☐ Demolitions (01%)	☐ Intimidate (15%)	☐ Persuade (10%)	☐ Throw (20%)
☐ Dodge (half DEX)	☐ Jump (20%)	☐ Pilot (01%)	☐ Track (10%)
☐ Drive (20%)	☐ Language (Other) (01%)	☐	☐ Zero-G (05%)
☐	☐	☐ Psychoanalysis (01%)	☐
☐ Elec. Repair (10%)	☐ Language (Own) (EDU)	☐ Psychology (10%)	☐

Weapons

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Mal.
Unarmed				1d3 + db	-	1	-	-

Combat

Damage Bonus

Built

Dodge

Backstory



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

Gear & Possessions

Cash & Assets

Spending Level _____

Cash _____

Assets _____

Quick Reference Rules

Skill & Characteristic Rolls

Levels of Success:

Fumble	Fail	Regular	Hard	Extreme	Critical
100/96+	> skill	≤ skill	1/2 skill	1/3 skill	01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

Fellow Investigators

Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____
Char. _____ Player _____	me	Char. _____ Player _____
Char. _____ Player _____	Char. _____ Player _____	Char. _____ Player _____

End Times Investigator

Name _____
 Player _____
 Occupation _____
 Age _____ Sex _____
 Assignment _____
 Birthplace _____

CHARACTERISTICS

STR DEX POW
 CON APP EDU
 SIZ INT Move Rate

Major Wound	Max HP	Temp. Insane	Indel. Insane	Start	Max	Insane	01	02	03	04	05	06	07	SANITY															
HIT POINTS	Dying	00	01	02	08	09	10	11	12	13	14	15	16		17	18	19	20	21	22	23	24	25	26	27	28	29	30	
	Unconscious	03	04	05	31	32	33	34	35	36	37	38	39		40	41	42	43	44	45	46	47	48	49	50	51	52	53	
	06	07	08	09	10	54	55	56	57	58	59	60	61		62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	11	12	13	14	15	77	78	79	80	81	82	83	84		85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

CALL of CTHULHU

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	MAGIC POINTS
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	
	01	02	03	04	05	06	07	00	01	02	03	04												

SKILLS

☐ Animal Handling (05%)	☐ Fast Talk (05%)	☐ Library Use (20%)	☐ Science (01%)
☐ Appraise (10%)	☐ Fighting (Brawl) (25%)	☐ Listen (20%)	☐
☐ Art / Craft (05%)	☐	☐ Locksmith (01%)	☐
☐	☐	☐ Mech. Repair (10%)	☐ Sleight of Hand (10%)
☐ Charm (15%)	☐ Firearms (Handgun) (20%)	☐ Medicine (01%)	☐ Spot Hidden (25%)
☐ Climb (20%)	☐ Firearms (Electrical) (25%)	☐ Natural World (10%)	☐ Stealth (20%)
☐ Computer Use (05%)	☐	☐ Navigate (10%)	☐ Survival (10%)
Credit Rating (00%)	☐	☐ Occult (05%)	☐
Cthulhu Mythos (00%)	☐ First Aid (30%)	☐ Op. Hv. Machine (01%)	☐ Swim (20%)
☐ Disguise (05%)	☐ History (05%)	☐ Persuade (10%)	☐ Tech Repair (01%)
☐ Dodge (half DEX)	☐ Intimidate (15%)	☐ Pilot (01%)	☐ Throw (20%)
☐ Drive (20%)	☐ Jump (20%)	☐	☐ Track (10%)
☐	☐ Language (Other) (01%)	☐ Psychoanalysis (01%)	☐
☐ Elec. Repair (10%)	☐	☐ Psychology (10%)	☐
☐ Electronics (01%)	☐ Language (Own) (EDU)	☐ Scavenge (15%)	☐

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

Build

Dodge

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble: 100/96+ Fail: > skill Regular: ≤ skill Hard: 1/2 skill Extreme: 1/3 skill Critical: 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

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Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Char. _____
Player _____

Me

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